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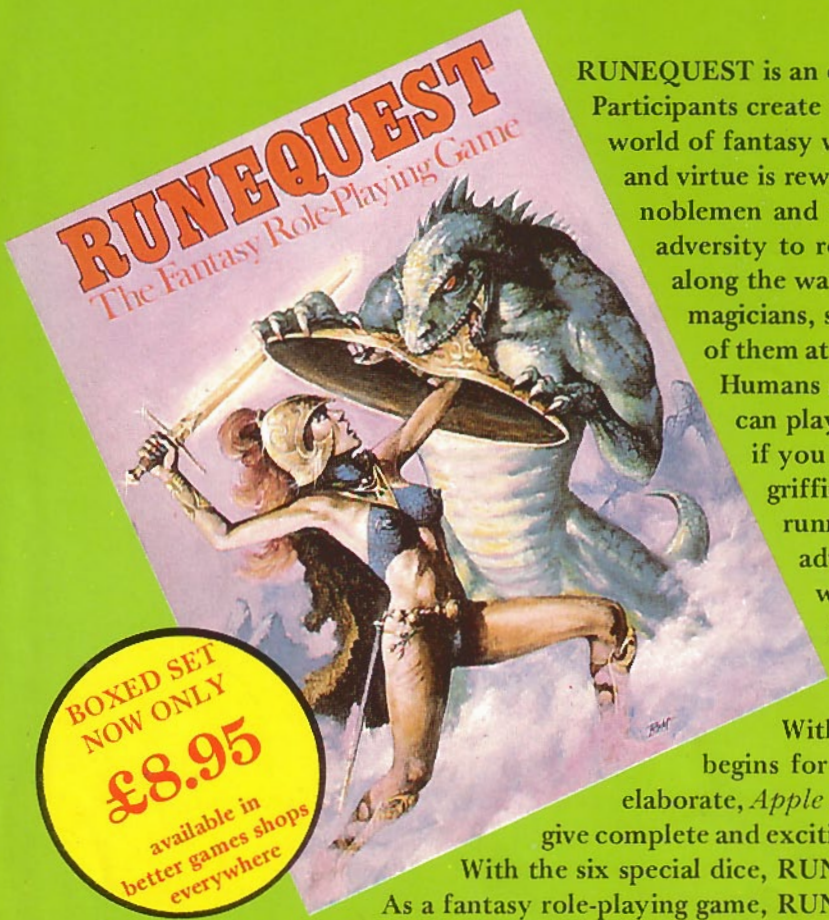


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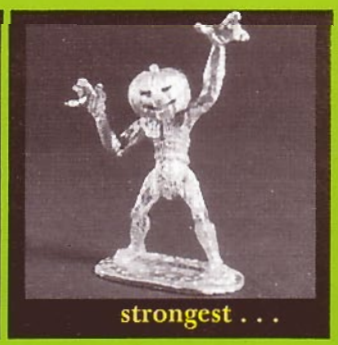
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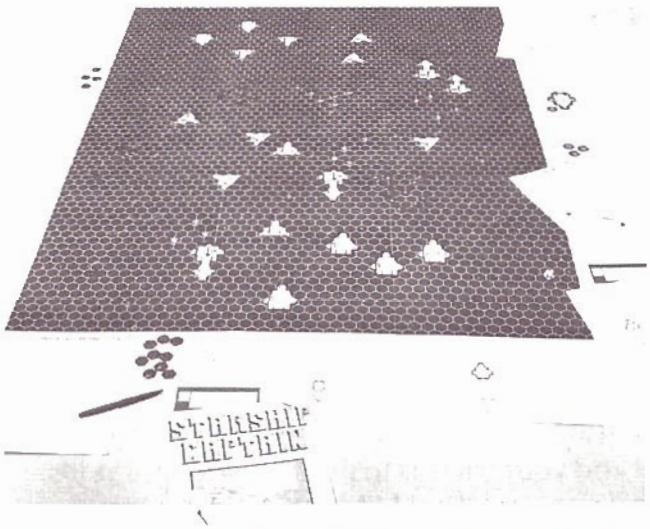

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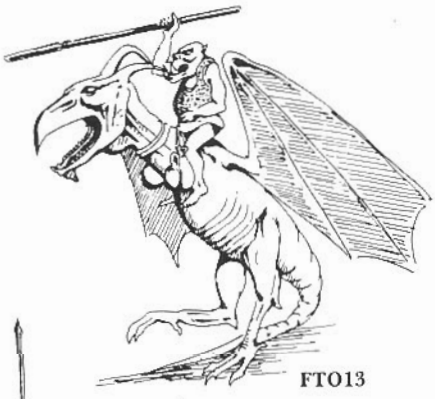
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Issue No 30

April/May 1982

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**CONTRIBUTING EDITORS:** Lewis Pulsipher, Andy Slack, Oliver Dickinson, Roger E Moore
**PRODUCTION EDITOR:** Albie Fiore
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**PRODUCTION ARTIST:** Liz Lindars
**COVER:** Nicholas Bibby
**ILLUSTRATION:** Kevin Bulmer, Hani Tamba, Russ Nicholson
**PHOTOGRAPHY:** Liz Lindars
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Ian Livingstone

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# Androids in Traveller

by Roger E Moore

*'It is the character that makes the man, not the clay which is its abode.'* —John Carter of Barsoom

An android is a technologically produced manlike organism made of organic material, which is capable of rational thought, feelings, and behaviour to a reasonably human degree, but not capable of reproduction. The development of androids depends (obviously) upon a highly advanced framework of biological science, as well as advancements in other fields, but there *must* be practical reasons for developing androids, where their existence is relevant to the needs of the human culture hosting them. Android populations are typically created and maintained by human societies requiring their services in occupations involving much physical labour, repetitive tasks, and considerable to extreme hazard. The tasks do not usually require above-average intelligence or planning to carry out, as well. The human population in charge of the androids is generally unwilling to perform these tasks themselves and cannot or will not use robotic assistance. Problems often arise due to the androids' similarities to humanity; androids may be equated with slaves and suppression of their rights to proper care may occur, or well-intentioned humans may believe them equal to humanity and develop expectations of them that the androids cannot meet. Androids are often seen as expendable and given little control over their fates.

Though commercial varieties of androids differ considerably on the surface, virtually all of them have certain physiological and psychological characteristics in common. Androids are produced in basically human form, though there are larger and smaller sorts with varying personal skills, characteristics, colourations, and so on. Most androids are stronger than normal humans (muscle tissue is relatively easy to construct) but have poorer physical co-ordination and below-average intellects (nervous and cerebral tissue being more difficult to create and maintain). A high tolerance to pain and physical damage, with a conversely lowered level of self-preservation, is also present. An android may defend itself if attacked, but it may be taught to disregard environmental hazards such as radiation, mildly poisonous/tainted atmosphere, and unsafe surfaces and structures. Respiratory and digestive systems of a typical android are analogous to those of a human, and many of the same sorts of foods may be eaten by either (though androids must consume more protein supplements, and usually eat more vegetable material than meat).

Initially, androids tend to be quite passive and require considerable human instruction and care. After they are trained to follow human behavioural and thought norms, little formal education is given except as required to perform their jobs. Android thought processes tend to be concrete, literal, unimaginative, and naive early in their lives, but as they gain more experience they can adopt more independent and creative personalities. It has been demonstrated that only androids in services involving considerable activity and variety, and close contact with humans, will develop the self-initiative and flexibility to enter the mainstream of human society as independent beings. Androids employed as common labourers or in other dull and repetitive tasks will almost never do so, but will perform adequately (and unexceptionally) until death. Studies of successful independent androids show most of them were employed previously in military and commercial-merchant organizations, which require considerable independent thought and action. These androids were released from their organizations after extensive testing and interviewing, as required by various local and Imperial laws (eg, *Androids Freedoms Act*). Exceptional work performance has often helped some to be released from service earlier than others, though there are human detractors who argue that this keeps the incompetent ones in service and casts out the competent ones — an assertion that is not particularly true. One practical reason for releasing androids from service is that, though they do not deteriorate for a long time, after a certain age androids will show aging effects as humans do but at a very accelerated rate. Android medicine, though extensive, has never developed the refinement and sophistication of human medicine. Freeing androids from service in most cases releases the organization from responsibility for the care of such aged androids (which can be very expensive). There are few services providing outpatient care for androids after their 'retirement', though extraordinary endeavours and deeds might bring a reward of such free medical care.

Anroids do enjoy minimal legal protection, and free androids have all the rights of an average human. Ancient fears of android groups killing their human leaders and rebelling in general have proven to be mythical, though individual androids have proven themselves capable of anti-social activities (especially those from combat-oriented military services and piratical/terrorist groups).

Locally, androids are known by a variety of nicknames, nearly all of them from the rich fictional literature of the Solomani: droids, drones, muncs (homunculi), golems, rossums, neuters, franks (frankensteins), hormads, synthetics, mannequins, and many others. Obviously some of these terms are derogatory, reflecting fears and prejudices a few humans still have toward androids. People who manufacture and sell robots strongly dislike androids for reasons of commercial competition.

**Android Prior Service Tables**

Androids may be produced on most worlds of tech level 15 or higher. A typical android may be grown and matured physically in about four years; it then undergoes an eight-year course in social skills training, with a rudimentary general education and a more advanced, career-directed training. Androids have their life careers selected for them depending on current occupational needs when they reach the half-way point in their social training.

Androids may be used either as non-player characters or as player characters in *Traveller,* as the referee and players like. In either case, the UPP of an android is generated according to the following table:

| | |
|---|---|
| Strength – 1d6+5 (6-11) | Intelligence – 1d6+2 (3-8) |
| Dexterity – 1d6+3 (4-9) | Education – 1d6 (1-6) |
| Endurance – 1d6+4 (5-10) | Social Standing – 1d6/2 (1-3) |

This represents the android immediately after it has completed its social skills and educational training. The android then is entered into a service organization at random (Tables I and II).

**Android Prior Services**

| *Table I* | *Table II* |
|---|---|
| 1 Army | 1 Belter |
| 2 Marines | 2 Flyer |
| 3 Merchant | 3 Pirate |
| 4 Merchant | 4 Rogue |
| 5 Navy | 5 Sailor |
| 6 Roll on Table II | 6 Scout |

These are the 'active' services from which PC androids and free agents may be created. The number of four-year terms served in any service is generated as 1d6+4 (5-10 terms, or 20-40 years); survival rolls are excised for convenience (life is usually dangerous for androids at any rate). The chance that an android will learn a skill each term is 5+. A skill may be rolled on either the service skills table corresponding to the android's career or on the Personal Development Table as the player or referee chooses. No skill level in any skill may exceed a rating of 4; thus if an android rolls five separate gun combat skills, it cannot have a rating of more than 4 with any one weapon. This is a result of the limited memory retention of androids for more subtle skill levels. Excess levels are lost.

| **Personal Development Table** | **Pirate Skills** |
|---|---|
| 1 +2 Strength | 1 Blade Cbt |
| 2 +1 Endurance | 2 Gun Cbt |
| 3 +1 Intelligence | 3 Gun Cbt |
| 4 +1 Education | 4 Gunnery |
| 5 Steward | 5 Vacc Suit |
| 6 Carousing | 6 Zero G Cbt |

| **Army Skills** | **Navy Skills** | **Rogue Skills** |
|---|---|---|
| 1 Blade Cbt | 1 Blade Cbt | 1 Blade Cbt |
| 2 Fwd Obs | 2 Fwd Obs | 2 Demolition |
| 3 Gun Cbt | 3 Gun Cbt | 3 Gambling |
| 4 Gun Cbt | 4 Gunnery | 4 Gun Cbt |
| 5 Vehicle | 5 Ship Boat | 5 Gun Cbt |
| 6 Vehicle | 6 Vacc Suit | 6 Vehicle |

| **Marine Skills** | **Belter Skills** | **Sailor Skills** |
|---|---|---|
| 1 Blade Cbt | 1 Fwd Obs | 1 Air/Raft |
| 2 Gun Cbt | 2 Prospecting | 2 Air/Raft |
| 3 Gun Cbt | 3 Prospecting | 3 Commo |
| 4 Vacc Suit | 4 Ship Boat | 4 Fwd Obs |
| 5 Vehicle | 5 Vacc Suit | 5 Gun Cbt |
| 6 Zero G Cbt | 6 Vacc Suit | 6 Water Craft |

| **Merchant Skills** | **Flyer Skills** | **Scout Skills** |
|---|---|---|
| 1 Electronic | 1 Air Craft | 1 Electronic |
| 2 Gun Cbt | 2 Air/Raft | 2 Gunnery |
| 3 Gunnery | 3 Commo | 3 Mechanic |
| 4 Steward | 4 Gun Cbt | 4 Vacc Suit |
| 5 Vacc Suit | 5 Vehicle | 5 Vehicle |
| 6 Vehicle | 6 Vehicle | 6 Vehicle |

Blade, gun, vehicle, air craft, and water craft skills must be further specified by rolling on the following tables:

| **Blade Combat** | **Air Craft** |
|---|---|
| 1 Dagger | 1 Propeller-Driven Fixed Wing |
| 2 Blade | 2 Jet-Propelled Fixed Wing |
| 3 Foil | 3 Jet-Propelled Fixed Wing |
| 4 Sword | 4 Helicopter |
| 5 Cutlass | 5 Air/Raft |
| 6 Cutlass | 6 Air/Raft |

| **Water Craft** | **Vehicle** | **Gun Combat** |
|---|---|---|
| 1 Small Water Craft | 1 ATV (tracked) | 1 Pistol* |
| 2 Small Water Craft | 2 ATV (wheeled) | 2 Autorifle |
| 3 Small Water Craft | 3 ATV (wheeled) | 3 Rifle |
| 4 Hovercraft | 4 ATV (wheeled) | 4 SMG |
| 5 Hovercraft | 5 Air/Raft | 5 Shotgun |
| 6 Hovercraft | 6 Air/Raft | 6 Laser Weapons† |

* Revolver and Autopistol † Laser Carbine and Rifle

All skills listed are as described in *Traveller Books 1-5,* and in *Supplement 4.* Regardless of however many terms of service were served by an android in whatever service, only five rolls may be made on the mustering-out table, which combines monetary and material benefits:

**Mustering Out Table**

1 Gun
2 Blade
3 Low Passage
4 Middle Passage
5 5000 credits
6 5000 credits

Androids survive low passage travel on a 4+ roll per time, with a +1 DM if a person with Med-4 or better is present. As android physiology is somewhat different from a human's, a -2 DM is applied to the skill level of anyone attempting to treat one medically. Androids must use drugs of different chemical compositions from the ones humans use to achieve the same effects as described in *Book 2,* and these drugs cost 2-7 times as much on the open market; they are available only on worlds with tech level 15+.

Androids do not develop psionics because of their brain structures. On a roll of 4-, an android will be immediately slain by a psionic assault, regardless of whatever other damage is done, and will otherwise lose a point of intelligence on a second roll of 4-.

An android's life begins, for aging purposes, when it first starts its social skills and educational training. It enters a service at age eight, and will finally begin to show signs of aging at age fifty-two. Every four years starting at age fifty-two and after, an android character must make two saving throws of 9+ to prevent these scores from dropping two points each as well. At age sixty-four, all four saving throws must be made on an 11+ or else the two point deduction for each score is made.

NPC androids may be quickly generated by assuming they have served 2-12 terms in a randomly selected service, and have one skill roll for every two full terms of service they have served.

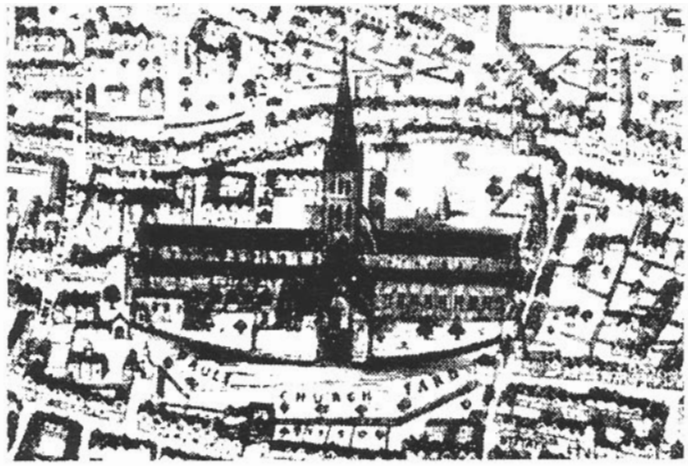
If wounded, androids will remain conscious until two characteristics (or either strength, dexterity, or endurance) have been reduced to zero or below, to represent their increased tolerance of pain and shock. If one score falls below zero, it temporarily becomes 1 until a second score falls to zero.

Learning new skills by sabbaticals or instruction is always possible for any android.

Androids frequently have some distinguishing physical characteristics. None of them have navels, sexual features or organs, and most have no body hair. Senses of touch, smell and taste are slightly less discriminative than human senses, but sight and hearing are as normal. They have faces capable of expressions (from smiles to frowns) and none have any major bodily deformities, though they may appear larger than humans and broader due to their increased musculature. Many bear discreetly located company trademarks or identification numbers on their bodies, and a few have been given skin tones mildly divergent from general human norms (like a crimson or orange tint). ■

# Designing a Quasi-Medieval Society for D&D

by Paul Vernon



## PART 2: THE ECONOMY ~ MERCENARIES AND RESOURCE OWNERS

**Mercenaries**

Although mercenaries are assumed to be provided with food and board, in most cases their pay in the *DMG* is far too low (working from the ale standard outlined in the last article where 1sp = £1.00). Only the strongest, fittest individuals would become mercenaries, and they would consider themselves to be a cut above the average labourer. They are also one of the most dangerous groups to underpay, especially if their main function is to keep the rest of the population in line!

Ordinary footmen will get a daily wage of 7½sp or 30sp/week if employed on a more permanent basis. In table I, I've taken the same values for different troop types as the *DMG* in most cases. Light footmen have been equated with their heavier brethren because their relative worth is about the same and recruits for both would be very similar. Horse archers, being irregular tribesmen of doubtful loyalty in the main, would not command anywhere near the pay of trained, regular heavy cavalrymen as the *DMG* would have them do. Regular horse archers should be treated as light cavalry.

Elite troops, with higher morale and loyalty than normal, should be paid 1½ times these amounts. Untrained troops, on the other hand, should receive only ½-¼ regular pay whilst in training.

At ten times usual pay (according to the *DMG*) the differentials between sergeants and their troops are far too large. This would mean that the lowliest sergeant would be paid as much as the richest master carpenter. A more sensible figure for sergeants' pay would seem to be 2½ times the pay of the troops under their command.

The same problem exists with higher level fighters – lieutenants would earn 48,000sp per year, as much as a journeyman alchemist, whilst an 8th level captain would earn more than the richest master goldsmith, 192,000sp/year. A more reasonable pay scale appears in table II. Ship masters and officers can be treated similarly, whilst ships' crewmen are included in table I.

**Note on Hiring NPCs**

It would be a rare master indeed who would hire out his staff in order that players might get things more cheaply than he sold them. The craftsman who took a week off in order to work for a player on his own account would be unlikely to find his job waiting for him when he returned. If trade were slack, however, a master might offer a discount on bulk orders.

Then again, there may be a myriad reasons why journeymen or craftsmen would be prepared to work for PCs. They may be out of work and take temporary employment whilst seeking a master; they may wish to work some overtime, or are heavily in debt. For the right wages they may absent themselves from their master's workshop and so on. This will be less likely in the case of permanent employment – although a journeyman may not be interested in craftsman status, for good wages he may accept secure employment so he could marry the baker's daughter. A craftsman may agree to work for a year or two (at twice normal journeyman's wages plus food and board) to save up and buy a shop of his own. The possibilities are endless.

The important thing is that hirelings should be characters in their own right, with goals to aim for, likes, dislikes, and personal quirks, and not just necessary furniture in a PC's stronghold.

**Merchants and Resource Owners**

There is little information from which to calculate the incomes of merchants and resource owners (owners of mines, quarries, timber yards etc). All that can be done is to total the incomes of all the people employed by the person in question and say that his income is half this total amount.

For example, the owner of a large claypit employs the following people, the figures after whom refer to income (in silver pieces) per year: 20 labourers @ 1500; 2 foremen @ 3750 (treat as sergeants); 2'craftsmen' teamsters @ 3000; 1 scribe @ 5400; and 1 'pit manager' @ 9600 (treat as lieutenant). The total pay of his employees is 58,500sp/year, so the income of the claypit owner would be half this amount, or 29,250sp/year.

More specialised labour can be equated to the various troop types. Miners, for example, could be equated to sapper/miners in table I, and for the richer types of mine (silver, gold, gems etc) could be counted at n times their actual number for the purpose of calculating the mine owner's income.

**TABLE I**
**Mercenaries and Sailors**

| *Occupation* | *Daily Pay* | *Weekly Income* | | *Yearly Income* | | | |
|---|---|---|---|---|---|---|---|
| | | *Regular* | *Elite* | *Mercenary* | | *Sergeant/Mate* | |
| | | | | *Regular* | *Elite* | *Regular* | *Elite* |
| Footman | 7½ | 30 | 45 | 1500 | 2250 | 3750 | 5625 |
| Crossbow | 7½ | 30 | 45 | 1500 | 2250 | 3750 | 5625 |
| Archer-short | 7½ | 30 | 45 | 1500 | 2250 | 3750 | 5625 |
| Slinger | 7½ | 30 | 45 | 1500 | 2250 | 3750 | 5625 |
| Sailor | 7½ | 30 | 45 | 1500 | 2250 | 3750 | 5625 |
| Pikeman | 10 | 40 | 60 | 2000 | 3000 | 5000 | 7500 |
| Hobilar | 10 | 40 | 60 | 2000 | 3000 | 5000 | 7500 |
| Horse archer | 10 | 40 | 60 | 2000 | 3000 | 5000 | 7500 |
| Oarsman | 10 | 40 | 60 | 2000 | 3000 | 5000 | 7500 |
| Marine | 10 | 40 | 60 | 2000 | 3000 | 5000 | 7500 |
| Archer-long | 12½ | 50 | 75 | 2500 | 3750 | 6250 | 9375 |
| Mtd Crossbow | 12½ | 50 | 75 | 2500 | 3750 | 6250 | 9375 |
| Light Cav | 12½ | 50 | 75 | 2500 | 3750 | 6250 | 9375 |
| Sapper/miner | 12½ | 50 | 75 | 2500 | 3750 | 6250 | 9375 |
| Artillerist | 15 | 60 | 90 | 3000 | 4500 | 7500 | 11250 |
| Medium Cav | 15 | 60 | 90 | 3000 | 4500 | 7500 | 11250 |
| Heavy Cav | 17½ | 70 | 105 | 3500 | 5250 | 8750 | 13125 |

*NB:* All figures refer to silver pieces.

**TABLE II**
**Higher Level Hirelings**

| *Level* | *Wages in gp Per Level Per Month* |
|---|---|
| 2-3 | 20 |
| 4-5 | 30 |
| 6-7 | 40 |
| 8-9 | 50 |
| 10-11 | 60 |

*Officers of Elite units would earn 1½ times these amounts. Castellans would earn double these amounts. The table can also be used as a guide to the pay of henchmen.*

To find how much merchants make we must look to the *Monster Manual*. If we take the largest caravan, add up the total incomes of all the employees and divide this figure by twice the number of merchants, then we will have a figure for the annual income of a small merchant. For the purposes of the calculation let's say that all MUs, clerics and thieves travelling with the caravan are doing so for purposes of their own and are unconnected with its mercantile aspects; that half of the 'merchants' are in fact scribes in merchants' employ; and that the guards' leaders are 8th and 7th level fighters.

This gives us a figure of approximately 37,000sp/year for each true merchant present. If we divide this by two we have a figure for a merchant's income per wagon per year of 18,500sp. With each wagon, of course, the merchant must provide a teamster and eight men-at-arms, otherwise he would not be considered eligible to join a caravan.

The same process can be repeated for merchant ships, both small and large. We'll say that the average crew of a small merchantman consists of 1 4th level captain @ 28,000; 1 2nd level lieutenant @ 9,600; 1 mate @ 3750; and 10 sailors @ 1500. The average crew of a large merchantman, on the other hand, would consist of 1 6th level captain @ 57,000; 1 3rd level lieutenant @ 14,400; 2 mates @ 3750; 1 marines sergeant @ 5000; 10 marines @ 2000; and 20 sailors @ 1500. This gives us the following for merchants' incomes:

18,000sp/wagon owned/year, 28,000sp/small merchantman owned/year, 67,000sp/large merchantman owned/year.

The above means that, taking the cost of the ships into account , a small ship is more profitable to run than a large one. We can say that this is offset by small ships being more prone to accident, piracy, and costly repairs.

**Farmers**

In agricultural areas food would be cheaper than in towns, but wages would not be so high as many necessitites could be provided freely, either by the labourer himself or by members of his family. We'll say that agricultural labourers will accept 500sp/year with food and board, 750sp/year without. Foremen will get double these amounts.

As a rough guide we'll say that a farmer farming his own land alone would make 1500sp/year. For every extra labourer (including family) he will make 750sp/year and for every foreman (no more than one tenth of his labour force) he will make an extra 1500sp/year. So, a farmer who worked the land with his four sons would make 4500sp/year. If the same farmer had 9 labourers and a foreman in addition he would make 12,750sp/year, almost as much as the village smith. If he was a large landowner, and employed five times the above number of labourers, plus two overseers and one head overseer (treat as lieutenants and captain) he would make 72,150sp/year.

As to the value of farms, we'll say that they are worth sixteen times the amount that the owner makes per year. If rented out, the rent will be one thirtieth of the value per year.

**Inn and Tavern Keepers**

The incomes of this group are best worked out by looking at the total value of the goods they sell each year, and saying that one third of this amount goes into their pockets.

The landlord of a dockside tavern catering in the main for dockside labourers, for example, has 10-30 customers (average 20) an evening, and that the usual drink bought is small beer. If each customer drinks an average of 6 pints/day (includes daytime drinking) then his daily takings would be 60sp. In a 300-day working year his takings would be 18,000sp, one third of which gives him an annual income of 6000sp. If the tavern was an inn instead, catering for poorer travellers as well as dockers, he would make 50-100% more than this, 9-12,000sp.

Landlords catering for richer patrons would sell more expensive drinks and/or charge more for them. The patrons wouldn't mind paying these prices as they would keep out the riff-raff (with the exception of jumped-up adventurers!). The richest landlords, with the most prestigious houses, could expect to make 100,000sp/year or more.

Taverns sell beverages (and perhaps food) only, unlike inns which provide food and board in addition. Not having to attract passing travellers they would not generally be in such prominent positions as the latter, and would usually be of somewhat lower status. The usual clientele of taverns would be members of certain specific trades or regular visitors to certain locations (eg the cattlemarket) and their decor should reflect this. Gossip in taverns would usually be work, trade, or neighbourhood orientated, when not of a personal nature.

The custom at inns would tend to be more cosmopolitan in nature. With a constant stream of travellers passing through they would be sources of news from afar, and non-resident customers would usually be interested in this for one reason or another, though they could well be associates of residents too. Prices would be somewhat higher than taverns, and the clientele more shifting and varied. Certain types of traveller would favour certain inns, through either custom or location. You would find inns where the majority of residents were mercenaries, scholars, wool merchants or journeymen, for example, and again the decor should reflect this.

Many inns and taverns would have some form of entertainment on one or more nights of the week. Travelling players, minstrels, jugglers, performing animals, dancers, cock fights and even the odd down-at-heel illusionist putting on a show are all possibilities.

The names of taverns would usually be connected with the trades and crafts which furnished the bulk of their customers – the 'Hand and Shuttle' for weavers, for example, or the 'Crow's Nest' for sailors, as well as the hundreds of '. . . .'s Arms' names. Even the more bizarre names (usually of inns like 'Purple Stirge' or 'Green Dragon') could be rooted in history or legend.

Ideally, each inn and tavern should have a distinct atmosphere and personality which is different to all the others. This is achieved by differences in the personality of the landlord and▶

▶regular customers, decor, prices, things available, and idiosyncrasies such as the foul-mouthed parrot at the 'Crow's Nest' for example, as well as different entertainments at different places. As hostelries are the most likely places to be visited by adventurers, the work will seldom be wasted.

**Construction – Times and Costs**

To calculate building costs we can use the 'value per day' figure reached for masons in the last article which was 28sp. Using this figure, costs of buildings (not doors, windows or any other accessories) should be twice the figure listed in the *DMG*, though internal walls (but not extra doors, windows etc) are included in the price.

To calculate the time taken to construct a given building take the revised price of the building (in silver pieces) and divide by 28 x the number of journey/craftsmen masons working on the building. For building purposes, for every journeyman, (master) craftsman and two apprentices on a project, three labourers can be hired to help, and the combined value per day figure for three labourers is equal to that for one journey/craftsman, ie 28sp/day.

As an example, a master mason and his two apprentices, journeyman, and craftsman (total value per day 84sp) are contracted to build a round tower 30' high and 20' in diameter (revised cost 1700gp or 34,000sp). By themselves they would take 34,000 – 84 = 405 working days to complete it (67½ weeks). If instead 12 labourers were hired for the duration (total value per day 112sp) then the task would take 34,000 – 196 = 173½ working days or about 30 weeks. A time of 19 weeks could be achieved by a 75% increase in cost (ie having the builders work overtime).

A further 10% would be added to the total cost for the work of the architect – 3400sp. This figure divided by an architect's value per day figure (200sp) would be the number of days he would spend designing the site of the building, (17 days in the above case).

Ship and boat building can be treated similarly, equating shipbuilding with the engineer-artillerist covered in part I.

The rents for stone constructions should be 1/20th their construction cost. Wooden buildings and ships, which stand more risks from piracy, fire, and/or the weather, would have rents of 1/10th and 1/5th construction costs respectively per year.

**Incomes and NPCs**

Using the tables we can estimate very accurately how much an NPC earns now, used to earn, and the total that he has earned throughout his life. These figures can be used in a number of ways.

An NPC is unlikely to carry more than one day's income around with him at any time unless he has good reason to do so, so we have a guide to how much his pockets will yield if picked and also the price range of the places in which he is likely to be found.

The dwelling of an NPC will not be worth more than five times his current annual income, so we have a guide to the sort of house he is likely to live in.

Obviously a proportion of the income of any NPC will be taken up with necessary expenses such as food, board, clothes, taxes, tools, and socialising. This proportion will vary with the amount of income, as shown in table III. Of the remainder 60% will have been spent on property, embellishment and ornaments for it, and creature comforts such as servants etc. The other 40% will be in ready cash. We therefore have a guide to the property, valuables, servants and ready cash an NPC is likely to have in his house and/or business premises. Of course all these proportions will be amended somewhat if the NPC is particularly frivolous or miserly, but already they give us a fairly good sketch of the NPC in question which only demands a little filling in.

An NPC's income can also be a good guide to his social level. In the historical period on which many *D&D* campaigns are loosely based, distinctions of birth and rank were becoming blurred. There was more than one social scale in operation. In agricultural areas it was basically nobles-peasants-serfs, whilst in towns it was guildmasters-master craftsmen-craftsmen-journeymen-(apprentices)-labourers. Nobles would generally be more highly regarded than commoners, though already influence and power were beginning to go hand-in-hand with wealth, no matter what the owner's origins. Also, master craftsmen of a lowly craft would usually be held in higher esteem than journeymen of a more prestigious one. In table III a scale of 'influence level' is included which is based solely on economic considerations, and is useful in determining taxes (at n silver pieces per influence level).

**TABLE III**
**Income, Property and Influence Level**

| *Annual Income in sps* | *Percentage of Income Taken by* | | | *Influence Level* |
|---|---|---|---|---|
| | *Necessities* | *Property* | *Savings* | |
| 0-500 | 100 | — | — | 1 |
| 501-1000 | 94 | 3.6 | 2.4 | 2 |
| 1001-2000 | 88 | 7.2 | 4.8 | 3 |
| 2001-4000 | 82 | 10.8 | 7.2 | 4 |
| 4001-8000 | 74 | 15.6 | 10.4 | 5 |
| 8001-16000 | 66 | 20.4 | 13.6 | 6 |
| 16001-32000 | 62 | 22.8 | 15.2 | 7 |
| 32001-64000 | 58 | 25.2 | 16.8 | 8 |
| 64001-128000 | 56 | 26.4 | 17.6 | 9 |
| 128001-256000 | 55 | 27 | 18 | 10 |
| 256001-512000 | 54 | 27.6 | 18.4 | 11 |
| 512001-1024000 | 53 | 28.2 | 18.8 | 12 |
| 1024001-2048000 | 52 | 28.8 | 19.2 | 13 |
| 2048001-4096000 | 51 | 29.4 | 19.6 | 14 |
| 4096001-8192000 | 50 | 30 | 20 | 15 |

In determining hit dice and hit points, theoretically all NPCs who are not adventurers of some kind, whether active or retired (with the exception of high level mercenaries) should be 0 level. In practice this just doesn't work. Unimportant NPCs can manage quite well at 0 level, but richer, more influential ones are far too easy to rob or kill, which gives less scrupulous characters a very free rein almost without risk.

We could say that an NPC's *total* earnings throughout his life count as experience points in the character class most appropriate to his occupation. For example smiths would find themselves on the fighter's table, alchemists on the MU's, (merchants on the thieves?) and so on. An NPC therefore would save as, and have the same hit dice/points as the level that his total earnings (in gps counted as experience points) would enable him to achieve on the appropriate character table. This way a first level MU isn't going to be able to *sleep* the alchemist, and a 10th level assassin wouldn't have a 99% chance of murdering the mayor. NPCs could also have the same chance of having magical items as would an adventurer NPC of the same type and level.

The important point is, however, that in every other respect (ie apart from saves, hit dice/points, and chances of assassination/noticing pickpockets) an NPC would be 0 level. This makes the richer NPCs much more resilient without giving them adventuring skills. To stop the very richest ones being *too* resilient, however, NPCs can never rise higher than name level in their equated character class.

As an example the master mason mentioned earlier in the article we'll say is aged 40, was made a craftsman at 30, set up on his own with a single apprentice at 34, and has added an extra employee every two years since then, his last apprentice having only just been taken on.

From the formula given in the last article his present income is 14,625sp/year. He will rarely carry more than 48sp around with him at any one time, and the value of his house/shop will not exceed 73,125sp – in fact it will probably be much less. Of his present income 9652sp/year will go on necessities, 2983sp will go on movable property and his wife's maid, and 1989sp will be tucked away with his other savings.

Throughout his working life he has made a staggering total of 5275 gold pieces (about as much as your favourite character made last week!!). As being a mason is heavy work we'll equate him to a fighter, so he has 3d10 hit points and saves as a swordsman, though he still fights at 0 level.

Of his 5275gp taxes, food, buying the shop etc have taken 3738 of them; 922gp has gone towards furnishings and movable property, and 615gp is secreted in the false bottom of his wife's linen chest (unless his wife has found out about it!)

*Next issue: Designing and Running Villages.* ■

# Unarmed Combat in RuneQuest

by E Varley

RuneRites *is a new department devoted to readers' ideas for* RuneQuest, *edited by Oliver Dickinson.* RuneQuest *material for the department will now be considered for publication so please send your contributions to* RuneRites, White Dwarf, *27/29 Sunbeam Road, London NW10 6JP.*

*Greetings to* RuneQuesters *everywhere! Following up the survey of readers' views, the Elder Gods have decided to establish a regular* RuneQuest *page, so here is the first. You are encouraged to send in views, queries, suggestions for topics that you'd like to see covered, new monsters, weapons, magical treasures, etc. Mini-scenarios may be published in future issues of* WD; *large scenarios may be suitable for publication by* Games Workshop *and could fit into* Questworld, *a new* RQ *world in which* Games Workshop, Judges Guild, Chaosium *etc all have a separate continent. But please note: avoid direct* Dragon Pass *or* Gloranthan *settings, cults that depend on the* Gloranthan *mythology, write-ups of peoples like the dragonewts of* Dragon Pass; *such material should go direct to Greg Stafford at* Chaosium, *who is desperately trying to get such peoples written up officially for us impatient players. If you wish to use* Glorantha *for your own campaigns, that's fine (see* Wyrms Footnotes 11 *on the Blank Lands idea), but publication raises copyright problems. Please, also, type all contributions, double-spaced, include your address, and be prepared to take refusal or, if accepted, extensive editing, with fortitude (I make my living as a university lecturer and am therefore inclined to be pedantic about spelling, punctuation, grammar and syntax).*

*According to the survey, 17% of* WD *readership would like to see a* RQ *feature. The flow of material so far has been encouraging but not overwhelming; so get those brains to work — the column cannot and should not be a vehicle for my views alone.*

*Oh yes. (Modest cough). How did you like the story?*

For all *RuneQuest* referees who find a need for some sort of unarmed combat system apart from the grapple, punch, kick, and knockback already provided in the rules, here are three types of attack, to cover the martial arts.

Most unarmed combat can be broken down into three attacks and their respective parries. The arm can be used to punch or to block an attack, the leg similarly to kick or block, or the entire body can be used in an attack, such as a throw, or to block such an attack. Thus, the three basic skills are Arm Strike and Parry, Leg Strike and Parry, and Body Throw and Block. All these skills can be used at the basic Attack and Parry chances of the character (=5% + any bonuses), after the character has spent one week for each 5% of skill at a training school, at ¼ normal cost. Thereafter, training takes place at the normal cost, as given in the table, and takes the time required for this (ie no more than 400 Lunars worth in a week). *NB* Arm/Leg Strike and Parry are separate skills and must be bought separately.

| Skill | SR | Cost of Training | | | Damage | | |
|---|---|---|---|---|---|---|---|
| | | *0-25%* | *30-50%* | *55-75%* | *Ordinary* | *Impale* | *Critical Hit* |
| *Arm Strike* | 3 | 300 | 600 | 1500 | 2D4 | Double Roll | See Note 1 |
| *Arm Parry* | | 200 | 500 | 1000 | | See Note 2 | See Note 3 |
| *Leg Strike* | 3 | 400 | 800 | 1500 | 2D6 | Double Roll | See Note 1 |
| *Leg Parry* | | 500 | 1000 | 2000 | | See Note 2 | See Note 4 |
| *Body Throw* | 5 | 500 | 1000 | 2000 | 2D6 + opponent's damage bonus if any | See Note 5 | See Note 6 |
| *Body Block* | | 300 | 600 | 1500 | | | See Note 7 |

*Notes to Table*

*1:* Armour is ignored, and there is a chance equal to the attack percentage of incapacitating that hit location.

*2:* Attack misses unless a Critical Hit, when the parrying limb takes damage and armour is ignored.

*3:* Holds opponent's arm; opponent can be thrown next MR on SR 1 at 25%.

*4:* Opponent's weapon is kicked from hand for 1D6 metres in random direction.

*5:* All hit locations take twice rolled damage, but armour can protect against this.

*6:* Armour is ignored, and all hit locations take the rolled damage. If the total exceeds opponent's hit points, he/she is killed.

*7:* Opponent is blocked, and may be thrown next MR on SR 1 at +50%.

*Example:* Gimlich the trollkin, tired of having sand kicked in his face, enrolls for training with Kantankerous Kevin's Karate Klub. He has a basic attack chance of 10% and parry chance of 5%. Three weeks later, having spent 200 Lunars, he strides out of the school with 10% Arm Strike and 5% Arm Parry. With these new skills he decides on a life of mugging little old ladies.

From now on, unarmed combat can be treated as a normal fighting skill, with one major difference. Strike rank is based on the character's DEX alone, once within striking range of the target, plus what is required for the attack, and the character may strike as many times as possible in SR 1-12; thus, a character with a strike rank of 1 may attempt 3 Arm or Leg Strikes or 2 Body Throws in one melee round.

*Example:* Gimlich, having further increased his skills in combat, decides to pick on Granny Gripe; he now has 60% Arm Strike and Parry, 45% Body Throw and Block. Having a DEX strike rank of 2, he elects to hit Granny once and then throw her to the ground; this will take 3+2 for the first attack, 5+2 for the second, so one full melee round. He attacks first and rolls 66, missing. She swings at him (with 30% Handbag) and rolls 20, hitting him a glancing blow on the side of the head. He then grabs and throws her, rolling 01; she flies through the air and lands on her back. The damage roll indicates that she has received 4 points of damage, but as the throw was a Critical Hit she takes 4 points to each of her hit locations. As she has a total of 14 hit points, this means that, though only her arms have taken full damage, the total received (7 x 4 = 28) has killed her. Gimlich has added murder to his list of crimes.

**General Notes**

*1:* Arm and Leg Strikes should not have personal damage bonuses added; it is the skill in placing the blow that counts, not the force behind it. Thus, large amounts of damage can be done by small people.

*2:* Parries involve deflecting the opponent's weapon, not grasping a sword with both hands.

*3:* Anyone wishing to use these skills cannot wear armour with a total encumbrance above 2 in any location, as it is nearly impossible to kick someone's head if you're wearing 40 pounds of armour!

*4:* The Body Block can be used against grapple attempts and knockbacks, as well as against Body Throws.

*Final note:* Beware trollkin impersonating Bruce Lee! ■

# Thieves' World

## CHAOSIUM INC £14.95

This has to be one of the most challenging adventure packs to come on the market. It is a whole city, realised with a richness and thoroughness of detail that matches *City State of the Invincible Overlord*, and though not as comprehensive as this, is presented in a much more readable form. The city is Sanctuary, the setting for two anthologies of stories by well-known SF/F authors who agreed on a common background and history as the setting and developed different characters, the more important of whom are presented in the pack. Essentially, the GM and players are encouraged to do the same, taking the stories as background and perhaps interacting with the already established characters and adding to the incident-rich history of Sanctuary. The city was originally founded by slave runaways from the Ilsig Kingdom, then taken over by that state, then conquered, with the rest of the state, by the Rankan Empire; it is governed by a younger brother of the present emperor, but the local underworld boss probably wields as much power, and there are various wizards whom nobody can really control. Add to this the fact that the gods of both Ilsig and Rankan pantheons may intervene directly in city affairs, and that Sanctuary is a turbulent and corrupt place, and you have a setting which adventurers looking for a bit of relaxation after their labours might well shy away from!

With the exception of actual copies of the anthologies, the pack seems to provide everything a GM could possibly want to set up a campaign or shorter scenario; some ideas are suggested, but as with other cities most is left to the GM's imagination, and much may develop from encounters. The encounter charts are the most detailed in their range of possibilities that I have seen, allowing not only for different parts of the city but for different times of the day, and offering many options: thus, 'Party of Armed Men' offers 18 different possibilities for what they are doing and 5 for who they are. This is a good example of the immense amount of work and imagination that has gone into preparing the pack. The GM also has a house-by-house map of the city and its neighbourhood; close-up maps of the Maze (the underworld area) above and under ground; a summary map of a tunnel and sewage system; a very detailed business generation table, for filling a street or district; plans of some streets and of the main businesses in them, as examples, with the characteristic types of house down to the hovels of Downwind, the shantytown area; and essays on the working of the palace hierarchy, the local law, and local religion. A separate supplement provides the statistics of 20-30 major characters who might be encountered (some already killed off in the stories, in fact, but the GM can resurrect them if wanted) in nine different game systems, often accompanied by an introduction on integrating *Thieves' World* into that system (magic is a perennial difficulty, which shows the difference between game designers and fantasy writers). The systems are *Dungeons & Dragons*, both Basic and Advanced, *Adventures in Fantasy*, *Chivalry and Sorcery*, *Dragonquest*, *The Fantasy Trip*, *RuneQuest*, *Traveller*, and *Tunnels and Trolls*. Portraits of 18 characters enliven this section, which is beautifully laid out, like the rest, with a minimum of errors (but there are some in the *RQ* statistics, and in some characters' hit point distribution, so check your favoured system). Two copies of a much thinner Player's Guide are provided, containing the information that player characters could easily acquire.

Finally: Sanctuary is an entirely human city, though there is apparently scope for encountering a non-human, and the only monsters presented are at the command of Ils, a major god, and the Purple Mage.

**Overall: 10** **Oliver Dickinson**

## CHAMPIONS
**Hero Games £6.95**

## THE ISLAND OF DOCTOR DESTROYER
**Hero Games £3.95**

*Champions* is the game of superhero role-playing. Players design their characters by expending points to increase various characteristics – these characteristics are either primary (Strength, Dexterity, etc) or derived (Energy Defense, Recovery Rate and so on). The interrelationship of these is a good design feature – for example, if I want my character to have a higher Energy Defense do I expend points for this directly, which is cheaper, or do I put up my Constitution, which would cost me more but would also give increases in other derived characteristics? Points left over once the characteristics are set can be used to 'buy' powers for the superhero – and since the costs can be pretty high it will usually be necessary to pick up a few extra points in return for some standard superhero disadvantages like dependent aging aunts or susceptibility to glowing green rocks.

Combat is easy to get to grips with and gives a good simulation of comic-book battles. Characters can strike anything from one to twelve blows (or zaps) a round, depending on Speed. Damage is rolled for and subtracted from Stun and Body Pips – the former regenerate during a fight, as long as the character hasn't been KO'ed, so the trick is to do your enemy more damage than his Recovery Rate can handle. All this certainly leads to epic battles – 13d6 would not be unusual for a single energy blast, so you will need a whole lot of dice if you buy this game!

*The Island of Doctor Destroyer* is the first *Champions* scenario pack. Mad scientist in power armour wants to subjugate the whole world with his hypnoray satellite, that kind of thing. Players all take the good guys, leaving the poor GM to run Doctor Destroyer and his men. The pack comprises a two-page article map of the island and a 16-page booklet which is logically thought-out and clearly presented.

*Champions* is certainly worth buying for the ideas it contains, but I wonder how many people will run a regular *Champions* campaign? Superheroes *must* be larger than life, whereas much of the appeal of a game like *D&D* lies in having fairly believeable characters adventuring in a fantasy world. When the 22nd level paladins start to crop up, it's time to junk the campaign – and that's where *Champions* begins. All the same, the occasional bout of world-saving might be really enjoyable, and *Champions* is worth buying on this basis alone.

**Champions**
**Overall: 7**
**Island of Doctor Destroyer**
**Overall: 8** **Dave Morris**

## ADVENTURER
**Yaquinto Publications Inc £7.95**

*Adventurer* is one of *Yaquinto*'s series of Album Games packaged in a curious box-cum-envelope, which is only just strong enough to withstand the terrors of the GPO. Part of the album is formed by two sturdy, square-gridded playing boards, one for the bar-room brawl and one for

the spaceship game — for those who prefer *Star Trek* to *Star Wars* — and a sheet of 101 die-cut playing pieces, a rule-book, two cards of charts, an order-sheet card and two dice. The counters are large and thick, which makes physical manipulation of them very easy. The rules, though quite long, are extremely clear and precise, and explicitly cover the wide variety of possible activities, for instance shoving or flipping tables, chairs, shelves, throwing objects, rolling barrels and so on. Though light-hearted in concept, the design is serious, careful and original.

Players will normally control the actions of two or three characters, each one bizarrely named. As certain activities depend on racial type, the characteristics, strength, endurance and expertise are rolled up prior to the commencement of play. Characters are assigned random positions on the board, and players write down orders for them in six segment turns. Skilful decision-making and accurate anticipation of the opposition's moves are necessary, as the characters negotiate the ever-increasing wreckage, reminiscent of western saloon brawls. In the bar-room game blasters only stun targets (for up to two turns), so that genuine hand-to-hand (tentacle? paw?) fighting will develop, using any and every available object — hence the rules for throwing chairs and containers of liquid refreshment, which may be poisonous to the wrong metabolism. Blasters become lethal, long-range weapons in the spaceship scenario, which makes it a shorter game, while the initial set-up leads to a more organized tactical game and less of a rampaging free-for-all.

Players will have some book-keeping to do, which can be tedious, especially using the optional android bartender (a pre-programmed robotic bouncer) and serving wenches, but this is only a minor criticism.

The designers, Thomas O'Neill and George Petronis, have attempted an ambitious project, which could easily have failed. The game does not suffer from either the poor quality of production or the quirks and inconsistencies in the rules of play, which flaw so many games on the market. That it is enjoyable to play and requires considerable thought and skill from the players (as well as a suitably anarchic spirit) adds even more to its credit, but its refreshing originality is its chief asset.

**Overall: 8** **Alan E Paull**

## INVASION EARTH
### Game Designers' Workshop £8.95

This is another boardgame in the *Traveller* sequence and is the climax of the Solomani Rim War; the invasion of Terra herself in 1002. Game components consist of rulebook, map, one quick reference card with the combat tables on it, three display charts for Imperial forces, Solomani forces, and turn record, dice, and two sheets of counters.

The map shows Terra as the splayed-out skin of an icosahedron at a scale of 1140km to the hex, and the rest of the solar system and the universe is represented by four boxes labelled close orbit, far orbit/Lunar, deep space, and out-system.

Naval squadrons are specified by type and number; three combat factors are given for each, attack factor which is used against other squadrons, bombardment factor which is used against ground forces and system defence boats, and defence factor which is used to calculate losses — when combat occurs, losses to naval squadrons are given in terms of the minimum number of defence factors eliminated.

Troop units are specified by type, technological level, and strength in number of battalions. Units range in size from 1 battalion to 500. Combat between surface units is resolved on a fairly standard CRT, though using 2d6 instead of the more usual one, with column shifts in favour of the higher tech-level unit. Losses to troop units are given in terms of a percentage loss marker. I cannot help feeling that this is unfair to the larger units — 10% of 500 battalions is a lot more than 10% of 5 battalions. I would have preferred either step-reduction in the usual way or sudden death. Since the same system is used for orbital bombardment casualties, we get the slightly ludicrous situation of the same attack by the same ships causing less damage to smaller units. If a scout squadron's missiles can knock 50 battalions out of a Field Army, how come a Regiment escapes with but a couple of hundred casualties?

Two new unit types are introduced; the planetary defence unit and the system defence boat wing. The former are essentially AA batteries whilst the system defence boat is a kind of super space fighter, and a counter represents 50 or so of these, the wing as a whole being given combat factors in the same way as naval squadrons. Whatever their crews are paid, it isn't enough, as once spotted they die rapidly and in large numbers.

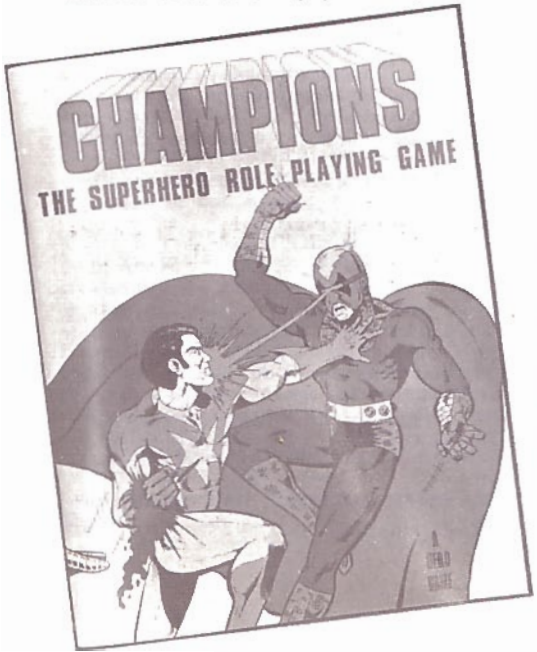
Each turn represents a fortnight, and after each six a special turn occurs during which replacements come online and victory is determined. To win, the Imperial player must have garrisoned 5/6 of the Terran urban hexes. At this stage, he gets 10 VP. This is reduced by one VP for each 6 game turns the invasion lasted, by one for each time the Imperial asked for replacements, and increased by one if all Solomani naval units have been destroyed, likewise if all regular Solomani surface units have been eliminated. The Imperial wins if the total VP are positive. The Imperial may elect to break off the invasion, in which case the Terrans win.

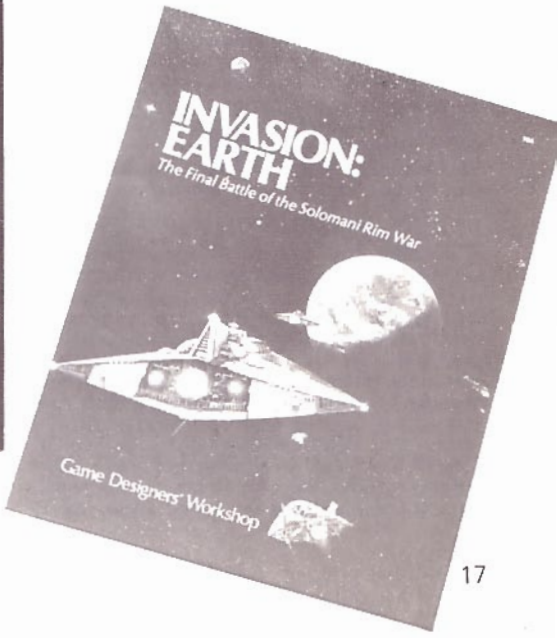
Supply plays a major part in the Imperial's strategy. While the Terran forces are supplied from the urban hexes dotted copiously about the map and consequently needn't worry too much, the Imperial can only be supplied if he is within 5 hexes of a base depot which must be landed from orbit.

The game initially seems to favour the Imperials, but the restriction on his ability to transport troops in and the victory conditions balance this. It captures the feel of a siege laid against a planet well able to defend itself. (Those wishing to incorporate the game into a *Traveller* campaign will find some meat in the essays at the back of the rulebook.)

This game feels realistic. Unfortunately, I can't say I enjoyed it.

**Overall: 6** **Andy Slack**





# GRISELDA GETS HER MEN

## . . . being a sequel to Lucky Eddi

by Oliver Dickinson

*Herein enscribed is the final tale in Griselda's saga of great deeds from far off Pavis, in legendary Glorantha. . .*

I am sitting in Loud Lilina's dive off Rubble Way one night with Treasure Trove Hurbi, talking of this and that, when who comes in but Griselda. This is not long after she and Wolfhead finish Lucky Eddi's run of luck, and if I am them I will be keeping quiet about it, for Eddi is thought to have important associates who may not care to hear of his bad luck. But the story is all over town, and I consider it very unwise of Griselda to be wandering around on her own without Wolfhead to look out for her, for she may be smart, but she does not look able to cope with the rough stuff. Yet here she is, wearing her little sword but without armour, shield, or spear, and looking as if she has a few drinks on board into the bargain. She glances all round the joint, and when she sees me she comes over, saying in a loud voice,

'Well, if it isn't the guy who knows Lucky Eddi! Say, I wonder where Eddi is now, what's left of him? I do not figure that even a Rubble Runner will be able to stomach him, but maybe I am wrong; perhaps they really will eat anything.' Then she laughs very heartily, though I do not think this so funny, at that.

I cannot think of anything to say, but I do not have to, as two large guys get up and approach Griselda, going one to each side. Anyone can see that these are guys who have much experience, and they are looking extremely hostile. One says, 'We do not care to hear Eddi spoken of that way.'

Now at this I get ready to go under the table, which I figure the safest place on such occasions, but I see Griselda smile a little, look from one to the other, and say, 'Well, gentlemen, if you do not like it, you can do the other thing.' And since they are commencing to do just that, pulling clubs and daggers and so forth, I make my dive, but I barely hit the floor before the two guys do as well, and anyone can see they are goners, and the whole joint becomes very silent. I get up again, to see Griselda making for the door, and Loud Lilina begins to yell at her about the mess she makes of her nice clean floor, but Griselda turns at the door and looks at her, and Lilina becomes very quiet indeed. In fact, I never know her so quiet, and the chances are it is the first time she is quiet since she pops into the world.

When things settle down a bit, Treasure Trove Hurbi tells me that Griselda has her sword out and into one guy quick as a wink, and she turns so fast that he is still wondering what happens to his stomach when she carves up the other guy. So everyone can see that Griselda is plenty able to take care of herself, with or without Wolfhead, and she gets some respect around town. The story gets about that she sets the whole thing up, in fact, and aims to get these guys because they are fingered to her as associates of Eddi's, and furthermore that she is after all of Eddi's associates. Some begin to offer to bet money that she will not get any more, because Eddi's associates are also plenty able to take care of themselves, and moreover, they are now forewarned, and know her, but she does not know them. Yet she is seen about Pavis day by day, and the odds against her begin to shorten.

Now it comes on a time when the Sables have some races outside Pavis, for the Sables stand good with the Lunars who run Pavis now, and can come and go as they please. Most of Pavis goes out to watch these races, and maybe bet on them, and you can see many notable figures there. As I am standing watching a race and keeping close to a couple of Lunar officers, because I figure there will be little trouble near them, I see Griselda again, a little way off, in a pretty neat outfit and without a weapon in sight. A guy comes up close to her, who is wearing a long cloak; he does not look extra-special, but she turns and says something to him. All of a sudden the guy is making fast movements in his cloak, but she moves faster and plants a short knife which she palms from somewhere in his throat. Now this is most disturbing for the Lunars, because, though they know this kind of thing happens in Pavis from time to time, they do not wish to have it happen where they can see it, as they will have to investigate. So they go over to ask her a few questions, and I listen in. She states that she suspects the guy, and a *detect enemy* spell shows him up, and if she cannot protect herself against someone who aims to kill her there is no justice in Pavis. Well, of course, there isn't or anyway not much, but the Lunars cannot afford to admit this, and when the guy's cloak is pulled back, sure enough, he has a dagger out, and there is Blade Venom on it as well. I remember that he looks surprised, though not as surprised as the guys in Lilina's. So the Lunars just warn Griselda that they have their eye on her and let her go.

Now, all this does not make Griselda any more popular; in fact, most people play the chill for her, because they find it unnerving that such a small doll should have so little difficulty knocking them off and show no sign of letting it bother her at all. Moreover, they do not wish to wind up innocent bystanders killed in the cross-fire, as is apt to happen at scenes of violence, and such a scene is a sure thing around Griselda sooner or later, and sooner rather than later. If she cares that so few people will give her a tumble, Griselda does not let it show, but I judge that she may be a little lonesome at that, for she will talk to anyone, and this includes Trolls. Few people around Pavis will have much truck with Trolls, for it is well-known that they have many nasty habits, and will eat you as soon as look at you, but Griselda seems to know their language much better than any self-respecting human has a right to do, and they seem much interested in her.

Many criticise her for this, and say no good will come of it, and that is how it turns out, but not for Griselda. One day a bunch of four Trollkin come in to Lilina's and approach Griselda's table with cheery cries of greeting, and then all of a sudden surround her, pulling their weapons with obvious hostile intent. Now these are no ordinary Trollkin, for they are wearing good armour and do not act dumb the way Trollkin are apt to do, so it surely looks as if Griselda is up against it this time. But before the Trollkin can connect she vanishes, and she must move very fast, because the next thing anyone knows there she is at the door, and one of the Trollkin is all out of breath, because he has a dart in his windpipe. Then she is gone, and the Trollkin run after her. Griselda returns a while later, and though she is panting a bit and covered in dust she seems none the worse. At once there is much excited questioning, for a lot of money rides on this, and many want to know if she tops her previous best. But she just holds up two fingers while she finishes her drink, and then says, 'I wing a third, but he and the last run off. Too bad.'

Well, after this the odds on Griselda are phenomenal, in fact they are practically out of sight, and some people will back her to outlast anything short of an army, though others insist that she still has no really classy opposition as yet. So it is a great surprise to all when it is learnt that she is seen going to the Rubble with a bunch of Trolls, for those who go to the Rubble with Trolls rarely come back. Moreover, these are extra tough Trolls, such as will give even Wolfhead pause for thought, but what is most strange is that they do not seem to have the arm on her, but they are chatting easily together, though she is in full armour. Yet some days go by, and nothing is heard of her, and people begin going around saying no run of luck lasts forever and she is a gone goose. But personally I do not believe this, and I am not surprised when she shows up again, looking like a cat that swallows a very tasty bird. Some very important-looking Trolls accompany her, and they part on good terms.

Now, why it is I cannot say, but she seems bound and determined to tell me what happens, for she seeks me out, and says,

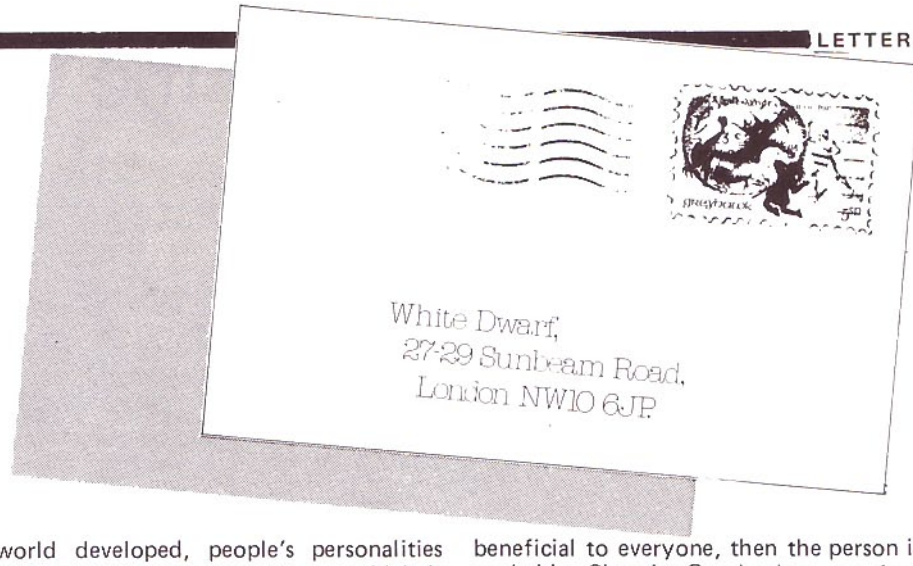
'I finish my business. I run down Eddi's major associate in the Rubble, who finances these attempts on my life, and I figure I now do enough for my brother's memory. I work out that Eddi's associates in the Rubble are likely to be Trolls, for they run most of everything there, but I need a connection to get me in there and perhaps give me a little help. As it happens, I am a friend of a very important Troll way away from here – do you ever hear of Pikat Yaraboom?' I do, and it does not take too much to figure out why he likes Griselda, for I believe I forget to mention that she has hair as red as an Earth Season sunset, and everyone knows that Pikat Yaraboom likes red-headed women, though no one knows why.* He is indeed a high shot among the Trolls, and my respect for Griselda goes up again, that she knows him.

'Well,' she says, 'Pikat Yaraboom has contacts in the Rubble and he gives me messages for them, and finally I connect with Trolls who know them. You know I go off with some tough Trolls, but these are to protect me, for a deal is set up. I will get to have a square fight with Snargan Varsh, Eddi's associate, and this is set up by Javis Gan* himself, for he has some time for humans, and Pikat Yaraboom tells him I am a tasty morsel, besides, and if I lose what do I care if they eat me? We all swear oaths that no-one is going to break, not even a Zorak Zoran Death Lord, so all I have to do is win the fight and I am home free. This Snargan Varsh is by no means a soft touch, but a big Dark Troll, and he has some brains, but like everyone else he thinks I will be a push-over because I am small and not too strong. I have to swear that I will not use attacking magic, or *invisibility*, or missiles, so you can see that I am giving him some of the best of it, and plenty of Trolls are offering 2 to 1 and even 3 to 1 against me, but I am not allowed to get a bet down on myself, for they cannot be sure of a pay-off if I lose. I do have an edge on him when it comes to getting in first blow, and he uses a maul, which is OK as long as you hit, but not so good to parry with, as it cannot take too much damage. I get in some jabs with my spear and parry most of his blows, and presently he is getting tired; I judge he eats too well and does not train enough. Anyway, his guard drops long enough for me to stick the spear in deep, and while it does not kill him it slows him down, and I whittle away with my sword at his maul until it snaps. I take a bit of punishment, of course, and have to do some *healing*, which lets him get the spear out, but in the excitement he drops it, and then I lure him into grappling me and stick the sword in his throat.'

'Well, Griselda,' I say, 'that is all very interesting, and most impressive, but tell me what takes you so long getting back.'

'Oh,' she says, 'that is because, first, I take some time to recover, as I am not in very good shape by the end, and then I am invited to a victory feast, and this takes some time to prepare. Troll feasts last a long time, as you may know, but they do me a very great honour and I am bound to stick it out. Besides, they can say what they like about Trolls, but some of them surely can cook' – and here she gives that smile of hers which makes my hair stand on end –'Snargan Varsh and his Trollkin taste delicious.'

*See *Wyrms Footnotes 6* for these characters. ■




Dear *WD*,

Although I still often play straight *AD&D*, as an experienced DM I've naturally done a fair bit of rule-revising. I won't sit and have a go at *D&D* here but I would like to point out a fault that is seldom discussed, that of levels and the gaining of experience points.

When someone refers to a high-level fighter they are surely referrring to an *experienced* fighter. How did he become this good – did he find lots of gold pieces? The only way to get good at fighting is *by* fighting. The *D&D* argument is, I suppose, that gold is used to buy training – so I'll give a better example. Take an MU: why should he gain in magical prowess by killing monsters/finding gps? I therefore suggest all you DMs using the *D&D* concept, have a go at inventing a system of your own, where, to gain in a particular class, a character must use the skills of that class. Eg: MUs gain xps for magic-use and related subjects . . . right?

While I'm on the subject of levels, I have a question:

A 1st level fighter chooses the longsword as one of his proficient weapons. After a long and hard struggle, he finally reaches 10th level – and in doing so, only uses his longsword. Feeling like a change, he selects a morning star as his proficient weapon at 10:h level. How, I ask, can he use the latter (very unwieldy at the best of times) as expertly as his long-used longsword? In *RuneQuest*, each weapon is treated separatèly; the relative difficulty of each is also taken into consideration.

I would be interested to hear any comments on the above. Please, will someone also write in with a reasonable interpretation of 1) The Alignments, and 2) The '1 minute' melee round, – I have yet to hear one!

I suppose I'd better end on a note of praise! Although I must confess I wasn't very impressed by the early issues of *WD*, over the last ten issues, the increase in useful/interesting articles has been incredible (*Character Conjuring*, dungeons etc.) Please keep up the good work!

May no orc escape your axe,
Andy Jarvis, Australia.

*–Well, as if by magic, here follows an interesting letter on the question of alignment and its meaning.* *–Ed*

Dear *WD*,

One can conclude that the wide variation of opinion on alignment grew out of different interpretations of the various alignments, so I decided that the best way to settle the argument was to do a bit of research. The conclusions I have drawn are as follows:

1. O C Macdonals's opinion in *WD24*'s *Alignment in Role-Playing Games* that the system is redundant and leads to stereotyped characters with novice players is itself redundant. People were stereotyped in those days (and these) due to an upbringing of 'God is great: worship him, obey him,' etc, but as experience of the world developed, people's personalities developed to broader horizons, which is what happens to a novice player's character as the player becomes experienced in the ways of *D&D*.

2. Alignment is not as rigid as some people think and great variation is possible when playing to alignment without drift from 'true' principles. To take an example: two paladins (one Christian and one who worships a Babylonian deity) move into an area, set up shop and start preaching. One day, whilst travelling about and 'spreading the word', they come across a village of Lawful Good halflings. The Christian encourages their co-existence with the nearby humans but the Babylonian tries to kill them off because by the teachings of his religion the hobbits are demons. Thus both have acted in a way which they consider will benefit everyone and conforming to a Lawful Good alignment, though acting quite differently. It can be seen from this that there are many possibilities for action within alignment areas.

3. The main sources of confusion, as far as I can see, are the *AD&D Players' Handbook* and the uses of the terms 'Good', 'Evil', 'Chaotic' and 'Lawful'. The *PHB* defines them slightly differently. In the Chaotic alignment definitions in the *DMG* the word 'randomness' is not used once whereas it is used in the *PHB*. I think that the words signify something less extreme in behaviour than the present day usage of them suggests. To expand, if the word 'Chaotic' is mentioned to the average person, it conjures up images of mayhem and disarray, and this is the incorrect view many gamers take. Judging by *An Introduction to Dungeons & Dragons Part V*, Lew Pulsipher could be judged guilty. That article was very good and true up to 'How do you force chaotic players to be disorderly and unpredictable?' (By Lew's own arguments about snap decision making, a Chaotic player should have a couple of points of wisdom knocked off as it is definitely unwise to act instantly when one has more time to consider a decision.) Chaotics are not disorderly; they just like doing things their own way and dislike being told what to do by anyone else. A good comparison is the sort of person who always has a better (according to him or her) idea or solution to a problem than anybody else. If the ideas are generally beneficial to everyone, then the person is probably Chaotic Good when put into the alignment system, whereas if the ideas suited him or herself almost exclusively, then the person would have Chaotic Evil tendencies.

The *D&D* Evil person is not the scheming, cunning, ruthless murderer which the word conjures up, but just someone who has a desire to come out on top without regard to the welfare of others. Thus, in order to get at a desired object, the Evil player could act as if Good with no alignment drift.

The Lawful character is not necessarily the stereotyped law-abiding citizen, but someone who is self-disciplined and considers that the best way to achieve an objective is by an ordered process. (How can a Lawful Neutral thief be law-abiding?)

Good characters try to gain equal rights for everyone they consider worthy of them (an employed orc clan won't get dole money from a paladin tax officer!) In order to gain a good life for those of their kind they may stoop to seemingly evil acts with no penalty (the aforementioned paladin example shows this).

Yours sincerely,
Peter Clinch, Kent.

Dear *WD*,

Could you please not start up a department devoted to micro-computers without even taking an opinion poll because I am sure that the majority of people who buy *White Dwarf* do not possess micro-computers. For instance, no-one in our local *D&D* group, of about five people, has the slightest inclination to buy a micro-computer for seventy pounds which is practically useless unless you buy extra 'chips' to increase its performance and price.

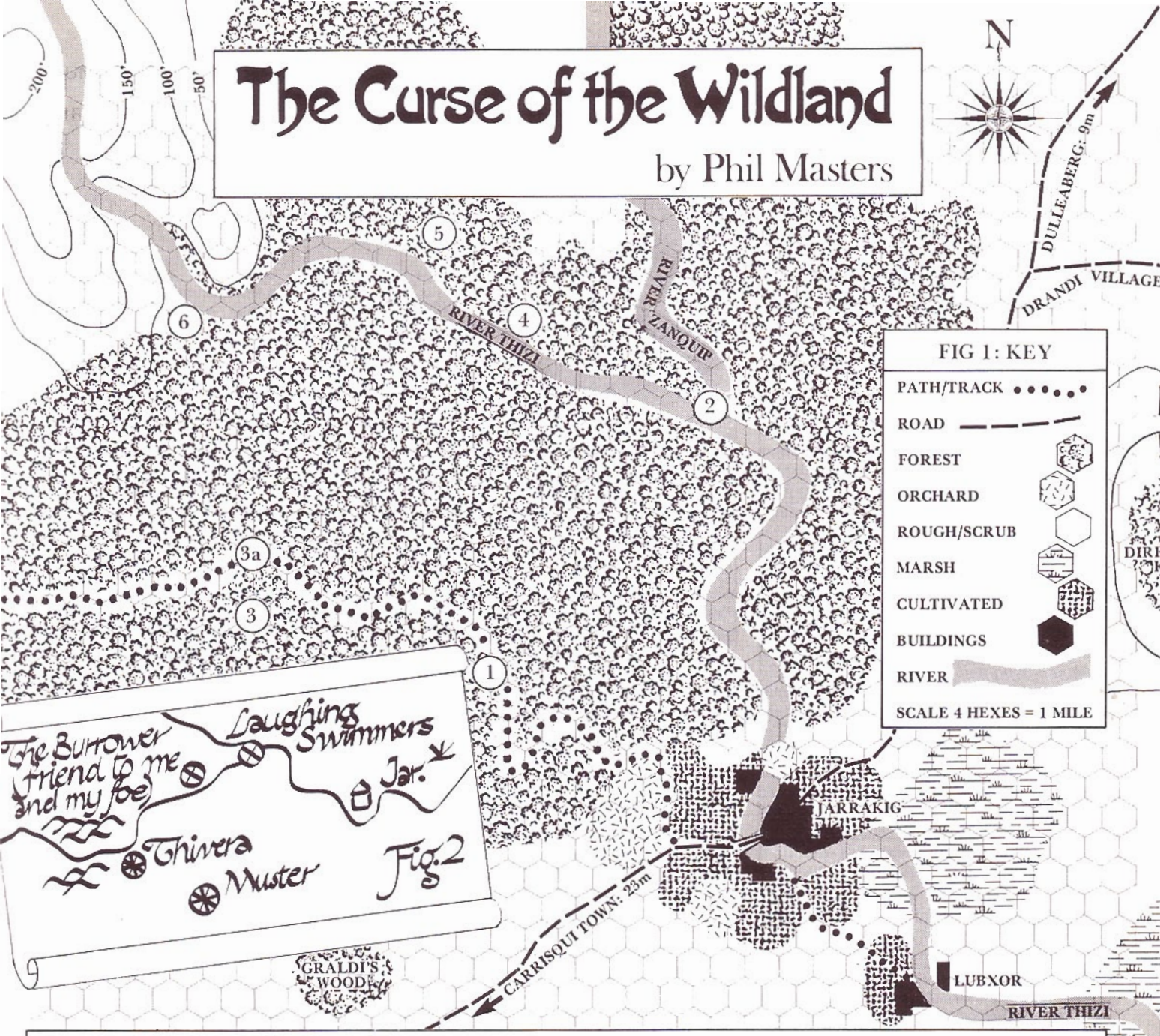
Personally, I think a department on the subject would be a waste of space and money. I hope others feel the same.

Yours sincerely,
R J Leedham, Essex.

*– A moot point. How many of you would like or would not like to see a computer department in* WD*? Tell us what you think. Write to* White Dwarf Computer Poll, 27-29 Sunbeam Rd, Park Royal, London NW10 6JP. *–Ed*

# The Curse of the Wildland

by Phil Masters




*An introductory* AD&D *module for 4-7 characters of experience level 1-2.*

**Introduction**

*The party has mustered in the small village of Jarrakig, with the intention* of seeking adventure. The weather is fine and the community seems busy, but characters will become aware of a sense of unease throughout the village. Quite soon after their appearance, the party is approached by a villager who, speaking with respect, tells them that the village council, meeting in the headman's house, wishes to converse with them. The party is guided to the headman's house – a simple but well-maintained dwelling in the centre of the community. They are met by the twelve-person village council. Nine are unremarkable leading peasants or traders (0 level, armed with hand axe and dagger), but the three chief figures are of interest. The headman, Vahn – a fighter – is a robust man in late middle age, still a sturdy warrior; his shield and battle axe are close to hand. Ghorruin, a fighter, is a local trader whose wealth is the product of careful use of the money he made in his youthful travels; he wears well-kept studded leather armour and bears dagger, longsword and shield, for he still drills and commands the village militia. Finally there is Krazsithda, a cleric and chief priestess of the local temple of Ilmatar (*Deities & Demigods*, p58), a matronly woman in early middle age, who wears leather armour beneath her white robes, and who carries a small shield and war hammer. Vahn describes the problem faced by the village.

The village of Jarrakig relies for its wealth and survival on its farming – both directly, for the villagers buy little food in, and indirectly, for passing trade caravans pay well for provender. This year's crops are, however, seriously threatened by a mysterious and unprecedented failure of the late summer rains to appear; in fact, the weather has been dry for weeks, and the local river, the Thizi, has been reduced to a virtual trickle. If rain does not come soon, famine is virtually certain. A benevolent high priest, passing through the area on temple business, cast spells that brought rain, but only for a day or so – not long enough to save the crop. It seems certain that some malevolent power or being is at the base of the problem, and that it must be identified, hunted down, and destroyed. To this end, the villagers offer a reward of thirty gold and 1700 silver pieces.

Krazsithda explains that she has, as village priestess, sought divine guidance in this matter, both by prayer and by sending messages to the *Oracle of the Dark Marsh*, off to the east of Dulleaberg town. The response from the Oracle was,

*Bid those who seek the end of the Curse in the Wildland,*
*Seek that which the root of the Curse of the Wildland is,*
*But know that they lead their Curse into the Wildland.*

The Wildland is the local name for the large tract of primeval forest that lies north of the village; the mysterious curse may well have its centre there, for the woodland seems to be suffering the drought just as seriously as the village, whereas some rain has fallen to the south, east and west. The Jarrakigans are a peacable lot, and, further, they have a strong dislike of the woods; they are farmers, not foresters, and local mothers tell so many wild fairy stories to prevent their children wandering off into the beast-infested woodlands that no-one brought up in the area can think of the forest without a shiver – although all know that nothing more dangerous than a lone wolf or wild boar has ever been seen among the trees.

**The Maps**

Figure 1 must *not* be revealed to the party. Figure 2 is a rough sketch map that the party may obtain if they locate one particular item (at point 3; see below for details). It is suggested that the DM makes a copy of Figure 2 to give the players at the appropriate time. Due to their avoidance of the Wildland, no villager will be able to provide the party with any sort of usable map.

**DMs Background**

Characteristics of the three leaders of the council are:

| *Name* | *Alignment* | *Level* | *S* | *I* | *W* | *D* | *C* | *Ch* | *HP* | *AC* |
|---|---|---|---|---|---|---|---|---|---|---|
| Vahn | LG | 4 | 12 | 12 | 13 | 11 | 8 | 13 | 15 | 9 |
| Ghorruin | LN | 3 | 14 | 11 | 9 | 13 | 14 | 7 | 15 | 6 |
| Krazsithda | LG | 4 | 9 | 12 | 15 | 12 | 9 | 11 | 17 | 7 |

Krazsithda generally has memorised two *command* spells, two *cure light wounds*, one *light*, and one each of *hold person*, *silence* and *slow poison*. She is a great respecter of life, but by no means a milksop – despite her position, it is unwise to seriously annoy her.

The councillors have told the whole truth – as they know it. The drought is, in fact, the work of a mischievous creature, a hsiao (see below), and this is 'the Curse *in* the Wildland'; it can only be located and slain in its lair, on the far side of the forest. This in turn is the centre of a much older and greater curse, 'the Curse *of* the Wildland', which is explained below. Finally, there is 'the Curse' that the party will lead '*into* the Wildland'; this is simply the phung that has chosen to annoy them (see below).

The true story of this strange region is lost to the memory or learning of any single individual. However, long research into druidic lore or musty tomes might reveal part of the tale.

Three and a half centuries ago, Jarrakig was a minor hamlet. However, a few miles upstream lay the prosperous village of Thivera, which gained great wealth from its crops and herds. Partly, this was because the local soil was naturally fertile and the climate mild, but much credit must also go to the long line of wise and capable druids who led and advised the villagers. This situation became unstable, however, as the villagers gained in wealth, for they sought increasingly to dominate nature rather than to live at one with it. They came to build their houses of stone; they learned to irrigate and to prevent floods; they dreamt of building a walled town. Finally, there came the year when many of the villagers openly converted to some lawful religion, turning their backs on the druid and his philosophy.

The druid quietly sought to deal with this problem, first by argument, which was ignored, then by quiet magical sabotage, which was defeated by the lawful missionary priests, and finally, in anger, by violence. Summoning other druids, wild beasts, warriors and human allies, he struck hard and by night. The villagers and missionaries fought back with the zeal of converts. The result was dreadful devastation. All but a few villagers died; the survivors scattered – some settling in Jarrakig, the rest going further. The attackers suffered as badly; standing amid the burnt and sundered ruins of Thivera, the one surviving druid of that force swore, on the charred bones of the green dragon that had led the assault, that no man should ever subdue nature again in this area, and that the fields around him should return once more and forever to forest.

In practical terms, the curse called down by that druid has a radius of effect of about five miles, centred on the ruined village (point 6 on the wilderness map). To the north-west, rich pasture has become gorse-covered highland; to the south and east, fields have become forest – the Wildland. On the fringes of the area of effect, the result has been a marked rise in soil fertility; hence the success of Jarrakig's agriculture. However, no intelligent being born, raised or dwelling for any time in this region can resist the deterrent power of the ancient curse; this is why no villager will accompany the party into the forest. (The overgrown path through the Wildland is used by a few outsiders, mostly hunters and travellers in a hurry, and even they feel inexplicably unhappy about using it more than a few times.)

The curse has one other side-effect of note. Any druidic magic cast in the ruins of Thivera is reinforced and enhanced; range, duration and power all increase by 10%, but the strongest 'boost' is given to 'large area' spells such as *weather summoning*, which are rendered almost unbreakable. In addition, creatures of a druidic nature, such as nymphs or hsiao, find the locale very appealing as a resting place, for their personal force is made comfortable.

*Final Note:* If necessary, Jarrakig may be developed as a centre for adventuring, and if this is to be done, the following details may be found useful.

The village has a population of about sixty 0 level peasants; all men possess some appropriate peasant weapon – staff, club, dagger, hand-axe or spear. About half a dozen individuals also possess wooden short bows, (slings if preferred) for use in hunting. One or two of the villagers may be half-elves or half-orcs. Only the leading councillors, innkeepers, shopkeepers and miller own goods, animals or cash to any great value.

There are about twenty buildings; the temple, inns, shops, three barns, a horse-powered mill, and assorted huts and cottages. Several of the latter are infested with booka (see *FF*), and the mill and two of the barns have resident killmoulis (see *FF*); the villagers tolerate such creatures.

Jarrakig lies on a major caravan route, at the point where it crosses a moderate-sized river by means of a robust wooden bridge. A small toll is levied to help maintain the bridge – waived for those with business locally or staying at the local inns – and the villagers also profit from sales of provender to travellers. There are three inns and a skilled blacksmith, who can also sell reasonable weapons, for these travellers occasionally stop for sleep or to have their horses shod. Prices are about the *PH* norm, but the local traders drive a hard bargain at times.

The local rivers are generally navigable, and boats might be bought or hired from the villagers, but the drought has lowered the water level too much for any craft to get more than a mile or so into the forest region.

### DMs Notes

*Time and Movement:* Allow 14 hours of daylight and 10 of darkness per day for this adventure, although visibility will be half normal for the first and last hours of daylight. Because of the entangled state of Wildland vegetation, mounted parties will move through it no faster than those afoot, covering one quarter-mile hex per ten-minute turn, or twice this distance on the little-used forest track or along riverbanks.

If the party ventures 'off the map', they will find little to their advantage; the phung will continue to harass them, and wild animal encounters will persist. However, the DM should inform them clearly that the surrounding vegetation seems greener and healthier, the ground damper and softer – in short, the drought less present. If they persist, the hints should become clearer; eventually, they should become lost, wander back onto the map, and suffer a 15% experience penalty for the adventure for plain stupidity.

*Solving the Problem:* The only way to remove the drought completely is to slay the hsiao that is causing it, and that is only really possible by locating the monster's lair (see map key 6). The hsiao is currently tending to wander mostly to the north, and even if the party heads that way, or the creature enters the woods, an encounter is unlikely – 2% per day – and will result in the monster's swift – airborne – departure. For good reasons dealt with below, however, the hsiao is inclined to defend its lair to the death; as that lies at 'the Root of the Curse *of* the Wildland'.

Naturally, the villagers will not simply take the party's word for it that they have ended the curse, although after about a week (in which time the party must pay for their own board and lodging), the return of more normal weather – in the form of a few heavy rainstorms – will convince them enough to gain the party their reward. This delay can be reduced if the party produces a good, convincing, and as far as can be told truthful explanation of the drought and/or the oracle's words; depending on the extent and reasonableness of the story told, the delay may be reduced to as little as a day or so – in which time, rain will begin to fall.

### TABLE 1: RANDOM ENCOUNTERS

*Random encounters should be tested for, on a one in six chance, every hour by day and every three hours by night. This table covers only the forest area of the Wildland and the hill/scrub region to its north; occurences south of the woodland should be at the DM's discretion, but will tend to be with human travellers (merchants and pilgrims).*

| | Wood | | Hill/Scrub | |
|---|---|---|---|---|
| **Creature** | *Day* | *Night* | *Day* | *Night* |
| *(MM monsters)* | | | | |
| Ant, giant (1-3 workers) | 01-04 | 01 | 01-08 | 01-02 |
| Bear, black (1) | 05-09 | 02-05 | 09-15 | 03-04 |
| Boar, wild (1) | 10-17 | 06-10 | 16-20 | 05-06 |
| Beetle, giant fire (1-4) | 18-20 | 11-12 | 21-24 | 07-08 |
| Centipede, giant (1-3) | 21-25 | 13-16 | 25-29 | 09-11 |
| Dog, wild (2-5) | 26-35 | 17-21 | 30-46 | 12-23 |
| Owl, giant (1) | 36 | 22-37 | 47 | 24-44 |
| Rat, giant (3-12) | 37-40 | 38-41 | 48-64 | 45-59 |
| Spider, large (1-2) | 41-44 | 42-43 | 65-67 | 60 |
| Stirge (1-3) | 45-49 | 44-50 | – | 61-62 |
| Wolf (1-3) | 50-64 | 51-65 | 68-83 | 63-76 |
| *(FF monsters)* | | | | |
| Al-mi'raj (2-5) | 65-74 | 66-70 | 84-88 | 77 |
| Bat, giant; | | | | |
| ½ dice (3-8) | 75-78 | 71-85 | 89 | 78-92 |
| 1 dice (1-4) | 79 | 86-88 | – | 93-97 |
| Bloodhawk (1-2) | 80-84 | 89 | 90-00 | 98-00 |
| Jaculi (3-8) | 85-93 | 90-93 | – | – |
| Needleman (1) | 94-00 | 94-00 | – | – |

*None of these creatures will possess significant treasure.*

### Description for the DM

When the party enters the Wildland, they will be discreetly followed by their first 'curse' – a phung (AC5, 3d8, Att by weapon type; see *WD18*) which has been lurking unseen on the edge of the woods for some days, seeking to make mischief for any party seeking the cause of the drought. This creature possesses thievish skills, carries a sling and bullets, three daggers and a short sword, plus a vial containing two doses of a tasteless and potent drug. If ingested, the victim falls into a comatose state for 3-8 hours unless a save vs poison is made. The phung also carries 12 gold pieces and assorted lengths of string, rope and the like for the manufacture of traps.

This creature will shadow the party, occasionally attempting a sling attack to pick off stragglers, night-time guards, scouts, and other individuals. If the party sleeps near a path, the phung will plant at least one hidden tripwire overnight (first person passing along the route must save vs wands or be tripped – if running, take 1d4 damage); if the creature can get at a party's provisions, then these will be drugged. The phung will only melee with weakened and isolated individuals – those whom it can easily defeat – and it will then hide their bodies, so as to maximise confusion. If a party leaves the corpses of friend or foe behind, the phung will sever their heads, and later leave these in the party's path.

**1 The Brownie:** In a large oak tree here dwells a solitary brownie (AC3, 1-4 HP, Att 1-3 + spells, see *MM*), whose chief wish is to be left alone to live in peace. However, it would be very happy to see the drought ended. Although it will not join a party, it will assist to some extent, either by small repair jobs or by telling them what it knows of the Wildland – primarily, that it is full of wild animals, virtually devoid of human or man-like life, apart from some strange 'plant-men' and a few 'river spirits', and that there are ruins to the north and west.

The brownie will only deal with peaceable-seeming parties, although it may use *ventriloquism* to give advice to those of whom it is unsure. As its dwelling is about 40' up a sheer-trunked, stout tree, which will prove mysteriously resistant to fire if such is used (a consequence of the spell-curse on the Wildland vegetation), it will be difficult for parties to use brute force on this being; in any event, it has its spells, and the dwelling

is well camouflaged, being as hard to detect as a secret door.

The brownie's treasure is 300cp, 60sp, and a 75gp gem. It is quite new to this area, and only now is the power of the ancient curse beginning to overcome its innate magic resistance and to give it feelings of insecurity and ideas of moving on. The phung will be automatically aware of this being, and will avoid its dwelling, being uncertain of its power and possible danger.

2 **The Pool:** Here dwells a small community of twelve nixies (AC7, 1-4 HP, Att by weapons and *charm*, see *MM*). Although they and their ancestors have been here since time immemorial, they have a very poor time-sense, and know nothing of the history of the region ('men come and go' is all they are likely to say). They are cunning and the pool is murky, so they are likely to surprise careless parties (on 1-3, 1-4, or even 1-5 on d6, at the DM's discretion). They will generally attack with their single *charm* spell, but only fight physically in self-defence, and will retreat beneath the waters when their magic is expended.

The nixies can hear speech addressed to them from the pool-side, but will ignore threats, knowing that men cannot breath water unassisted. However, they would like to see the present drought removed, and a reasonably charismatic character might persuade them to help the party, and even to return a *charmed* victim, by promising to do the deed, particularly if an offer of treasure was also made.

3 **Wolf Lair:** In this hex, is a very old ruin of a small stone cottage, currently serving as lair to two pairs of wolves and their cubs (parents: AC7, 2d8+2, Att 2-5, see *MM*; four cubs: AC7, non-fighting, 2HP each). The howling of these beasts will always be heard at point 3A, and can easily be followed. The wolves fight at +2 to hit and +1 damage if the cubs are threatened; the cubs each have a market value of 10gp, but will be hard to catch and hold, being very hard to stun or subdue without causing permanent injury.

In the centre of the ruin is a mass of rubbish, bones, rubble and vegetation, but projecting from it is one corner of an old, small, locked chest; recovering this and wiping surface dirt off, party members will realise that the whole is finely carved and decorated with inlays of ivory and jet; its value is 40gp, but breaking it open will reduce this to zero, as at least one party member will realise. In addition, such an act is 80% likely to break each of the two bottles inside. One is a crystal vial of holy water; the other is a flask holding a single dose of *Potion of Climbing* (see *DMG*). Also in the chest is a very old, musty, travelling cloak (not magical) and a scrap of parchment, shown in Fig 2.

In fact, this chest was once the property of one of the druidic forces in the battle that brought down the curse of the Wildland; the sketch map marks the cottage as the point where these forces were to muster, as well as showing various other features still extant.

4 **The Burrower:** A shallow slope sweeps up from the north bank of the river; amongst the shrubs and bracken, a short passage leads into the ground. A druid or ranger might notice (35% and 20% chances respectively) that the surrounding bushes and small trees all bear edible and nutritious berries; in fact, they have been carefully planted and maintained. The tunnel ends in a stout wooden door, which will be locked at night; behind it is a comfortable, simply-furnished living room. The inhabitant is a solitary, relatively elderly gnome, Kagti, a fighter. Although reclusive and by no means adventurous, Kagti is a robust and self-possessed individual, whose years of hunting for his supper have taught some skill with weapons. He wears heavy wolf-pelts (treat as leather armour) and carries a pair of hand axes (one for throwing) and a light crossbow; his skill is that of a 4th level fighter. Personal details:

| *Name* | *Alignment* | *Level* | *S* | *I* | *W* | *D* | *C* | *Ch* | *HP* | *AC* |
|---|---|---|---|---|---|---|---|---|---|---|
| Kagti | N | 4 | 12 | 12 | 14 | 14 | 16 | 9 | 30 | 8 |

Kagti is not automatically hostile, although he will certainly be suspicious, particularly with any large groups of armed men who come bursting in on him without knocking first. He naturally wishes to see the drought end, but this does not guarantee his collaboration with all and sundry; in fact he is an irascible egotist at times.

The reason that Kagti is immune to the power that drives most manlike beings out of the Wildland is partly his will force (which verges on pigheadedness), but mostly the fact that he predates the curse by a good century. He is 587 years old, as he sometimes boasts when he has visitors, and he established himself in his burrow when he was just over a century old. He has always been a solitary type, although he has established friendships in his time; being on good terms with both sides, he took no part in the conflict that destroyed Thivera. Thus the curse layed on Thivera's ruins has little power over him.

Kagti has less knowledge of the woods than might be expected, although his knowledge of its wildlife is extensive. He knows of the nixies (2), but avoids them out of superstitious dread, and will only refer to them vaguely as 'water spirits'. He knows nothing of the brownie (1), and little of Jarrakig. If anyone mentions the ruin (3), he will comment that there were once dwellings there, and express surprise that any of them still stand, even as ruins. If carefully questioned, he may say that once there were dwellings up-river of his burrow, but that these were burnt down in a fight between two groups of inhabitants (time has clouded his memory for details). Now all that dwells that way, he may say, is a farmer, perhaps with a family – but he, Kagti, doesn't 'socialise' much.

Note that Kagti has +4 saves vs magic, due to his gnomish nature and high constitution; even if he is successfully *charmed*, he is unlikely to take to the idea of adventuring – save again if anyone tries being too persuasive. He scorns treasure, but his burrow contains (rather bulky) pelts to a value of perhaps 101-120gp, as well as tools and food equal to four weeks' iron rations; he might trade pelts or food for good ale, which he appreciates, although not to excess, or good metal weapons, to replace his occasional losses.

Finally note that if the party should visit Kagti twice, the phung may well (80% chance) have played some minor trick on him in the meantime, making him suspicious of the party and very likely to blame them.

5 **The Woodsman:** There is a small clearing in the woods, with a well-built log hut at its centre. The space is evidently used to grow crops, and a few domestic pigs and chickens are penned near to the dwelling. Its occupant is a burly man, approaching middle age, who wears protective leather garb; this is the woodsman Wellijat, a thief. Personal details:

| *Name* | *Alignment* | *Level* | *S* | *I* | *W* | *D* | *C* | *Ch* | *HP* | *AC* |
|---|---|---|---|---|---|---|---|---|---|---|
| Wellijat | N | 5 | 15 | 9 | 9 | 12 | 16 | 8 | 27 | 8 |

*Possessions:* leathers, broadsword, sling, dagger, flint and steel

Wellijat was born a countryman, but ran away as a youth and joined a thieves' guild in a nearby town. He was quite successful for some years in his new profession, but he eventually repented, sought out the druid whom he had revered in his earliest years, and asked if he could serve the great balance of nature in some way to compensate for having neglected it for so long. The druid told him that the Wildland was the scene of an ancient battle between druidism and its enemies, which must now, out of respect for its past, be maintained as virgin forest; the ruins in its depths must never be occupied by human, demi-human or humanoid ever again. Thus Wellijat has established himself as the Wildland's guardian; as he serves the ancient curse, he is immune to its psychological power, and his dwelling is so close to the source of its strength that his few crops grow rich enough to feed him well.

In his role of guardian of the Wildland, Wellijat has naturally become solitary, close-mouthed and suspicious; such little as he knows, about the Curse, the ruins, or the other wood dwellers, he is unlikely to let on. If *charmed*, he will assume that the charmer will seek to defend the woods alongside him, and he may become a little more forthcoming. If the party gives him reason for suspicion, which is virtually certain, he will follow them quietly; if he comes to believe that they threaten the Wildland, he may try to eliminate them, one by one, by ambush and backstabbing. Naturally, the phung may well perceive all this and seek to foment trouble.

Despite all this, Wellijat may not give the party trouble, and may even help them – he would very much like to see the drought ended, although he knows nothing of the hsiao. His hut contains only rough furniture and a few days' supply of food.

6 **The Ruins:** In this area is a remarkably verdant copse, including many oak trees along with the pines common throughout the Wildland. In its depths may be noted several old, ruined, broken stone and brick structures, as well as mounds and tumuli that a very little investigation will show to conceal further ruins. A particularly large mound covers a complete (green) dragon skeleton, should the party wish to spend a day or two in hard digging. Further excavation will find many other skeletons of men and beasts, most bearing the signs of death by violence. . .

This is the old site of Thivera. At its centre will be found a relatively intact structure that was once a temple (although this is not very evident); this bears the signs of recent occupation, such as a nest of leaves and branches, within which is concealed 500cp, 95sp, and two semi-precious stones worth 50 and 60gp respectively. The resident is only 20% likely to be present when the party first arrives, but is 15% likely to appear each half-hour subsequently; if the party loots the nest and departs, they will be attacked by the creature, swooping out of the sky, 2-12 turns later; as a fight in the monster's lair will oblige it to fight on the ground, and thus make it easier to melee, the party will do best to wait. The resident is, of course, the source of the drought, which will fight to the death to defend the lair to which it feels strangely attracted, or to regain its hoard; it is a rare oriental monster, a

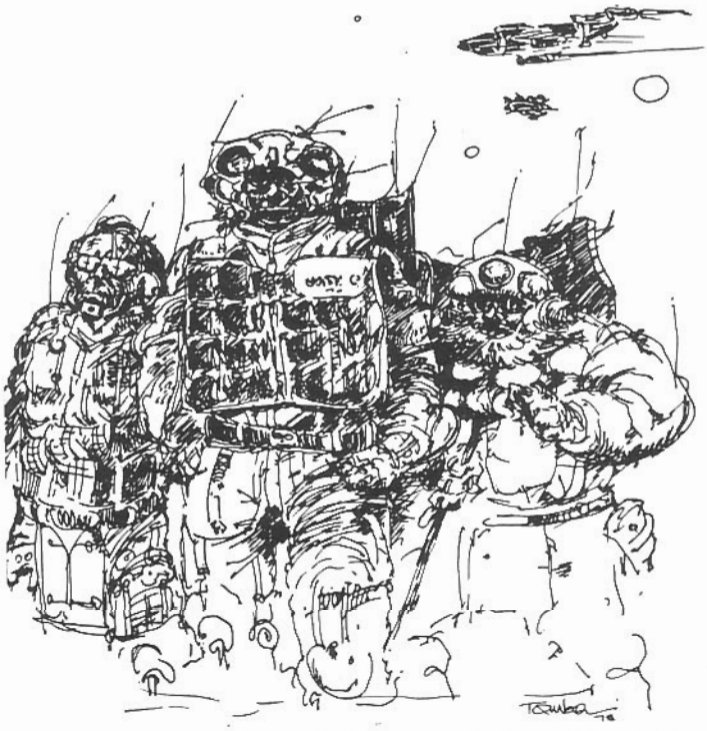
**HSIAO**

| | |
|---|---|
| **No Appearing:** | **1-4** |
| **Armour Class:** | **5** |
| **Movement:** | **6"/10"** |
| **Hit Dice:** | **4** |
| **Treasure:** | **O, Q, X** |
| **Attack:** | **Club at +2 to hit for 1-6, spells** |
| **Intelligence:** | **Average** |
| **Alignment:** | **Chaotic Neutral** |

This monstrosity has the head and wings of a giant owl, a man's face, an ape's body and a doglike tail – the whole being roughly man-sized. It fights, with remarkable skill, with a crude wooden club with the weight and effect of a light mace. For some reason, this creature loves to cause droughts and crop failures, so farmers will often pay well to see specimens driven off or slain. To achieve its ends or to defend itself, the hsiao can cast the following spells, once each per day, as an 11th level druid: *predict weather, invisibility to animals, heat metal, obscurement, repel insects, mud to rock, weather summoning.*

Final Note: the hsiao is a species that has never been seen in the area of Jarrakig before; this is a lone, far-travelled specimen. It wears its last item of treasure – an amulet that grants the wearer +2 on saves vs breath weapons.

Note also the special property of these ruins, as described above – that they increase all effects of druidic spells cast in this area by 10%, and this is why the hsiao's *summoned* drought is so powerful.



# IDEAS FOR TRAVELLER

## by Bob McWilliams

*This issue* Starbase, *a regular department, looks at sources of material for* Traveller *referees.*

A few issues ago (*WD25 Starbase*) I mentioned some of the science fiction novels I thought would be relevant to *Traveller* referees as a source of ideas for situations, themes and settings, and in this issue I want to cover some non-SF sources.

*Traveller* is essentially a game about life – albeit a fantasy one set in the far future. Mankind hasn't altered radically in the *Traveller* universe, and the same ambitions, hopes and fears guide the actions of characters as they do in the present. Apart from making it easy for players to 'fit' their characters, this also allows us to delve into the whole spectrum of literature past and present, giving a truly immense selection of source material.

In a short article such as this I can only give a few suggestions, which I hope may encourage you to adapt ideas which might not be seen to be immediately relevant. In fact, the film industry has been doing this for years – the recent film *Outland* is a classic example, using the basic theme of *High Noon* in space. There are two major areas where general literature (including films and TV) can be useful.

The first is as a source for adventure ideas or themes. The film *The Magnificent Seven* (or even better, Kurasawa's *Seven Samurai* on which it is based) serves to illustrate the point admirably. Here we have a plot made for role-playing and for easy refereeing. A location is chosen – probably a backward, colonial planet where the immigrants have enough trouble just staying alive, and a local warlord who extracts every last credit from the farmers, in return for his 'protection'. Enter our seven assorted adventurers looking for money to pay for repairs to their trader, who realise the farmers' plight and vow to take on the warlord's thugs the next time they turn up.

Another type of situation – one of my personal favourites – is the train journey thriller, ranging from Agatha Christie's *Murder on the Orient Express* to Colin Forbes' *Avalanche Express.* Transferred to a different era (the transcontinental monorail, perhaps), your imagination is the only limitation in converting the plot to the game – players leaping from grav rafts onto coach roofs, mysterious aliens in private first class compartments, and so on. Some of these stories can also be converted to take place on passenger starships with a little extra work.

Thrillers such as *The Day of the Jackal*, *Ice Station Zebra* and *Guns of Navarone* can all yield *Traveller* situations if the background settings are suitably altered, both to make them more SF in content and to disguise their origin from the players. Nor does one have to stick to recent literature – the novels of authors such as Walter Scott and Alexandre Dumas will also provide suitable material.

On the subject of converting a book or film plot into a *Traveller* adventure, we hope to cover that subject in detail at a later date. For now, I advise you to choose a book you have read and not use a film unless you know it very well. This is because of the need to refer back to it – difficult with a film unless you have a home video. Read the book again, and this time make notes as you go, under three headings.

Firstly, note the basic elements of the plot, including what the players know about it at each stage and when they find out new elements. Different players may know different elements. Secondly, make notes on the main characters in the plot, and how they interact. Decide which characters will become player characters (not always obvious), which should remain under the referee's control. You might want to rig the Reaction Table with plus or minus DMs to get the right relationships. Thirdly, note any particular incidents you find interesting and might want to use in the game. Also note any incidents that would give away the plot being used. As an example, in *Where Eagles Dare*, Richard Burton and his pals use a cable car to reach their objective. Even if you have succeeded in convincing the players that the plot is taking place on Regina in mid-winter, and not Norway, using the same element will now tip off the quicker-thinking players who have seen the film. Of course you can bluff the players by using the cable car sequence from *Where Eagles Dare* when you are actually following the plot from *Guns of Navarone*!

The second area of usefulness for non-SF material is in providing ideas for background people, places, animals and artifacts. In the broadest sense everything is useful, from discussion on government economic policy to *Training Dogs the Woodhouse Way*. Obviously some of it is of more immediate use. A lot of my ideas for incidental information and locations comes from documentary TV programmes on wildlife, travel, science and so on. Similarly, magazines such as *National Geographic* and *Scientific American* are a fund of ideas – libraries usually have back copies of these.

There are no hard and fast rules about using information, but I have found that it rarely seems to work out that you find exactly what you are looking for, when you want it. This means you will need to store ideas in some form, perhaps by keeping a notebook which indexes each subject and where to find it. Using the same guidelines as for plots (altering and disguising ideas), you can come up with many interesting and unusual ideas for incorporating into a *Traveller* adventure, which have the added bonus of being based on fact.

Finally, I'd like to say a few words about material we could do with for *Starbase*, as well as thanking everyone who has already sent in contributions.

There is quite a lot of material in the *Starbase* file, but it seems mainly to be on one or two common subjects of which the most popular are starships and weapons. This doesn't mean we won't consider any more contributions on these subjects, but they need to be interesting: no-one for example has yet submitted a truly alien starship design, or much in the way of alien weapons.

What, then, do we want? Well, I hope to devote a few issues to specific subjects in much the same way as *Treasure Chest* does for *D&D*, and contributions are welcomed for these. In the near future there will be items on grav vehicles and other forms of planetary transport, new skills, new computer programs, and new items of equipment. Even if you can't think of anything to submit yourself, tell us what you would like to see in *Starbase*.■

# The Apocrypha

Tunnels & Trolls *was one of the first role-playing games. This issue Ken St Andre, creator of* T&T, *explains a bit about himself and the background to* T&T.

**1: In the beginning. . .**

Greetings! I want to thank the editors of *White Dwarf* for providing this opportunity to get together with you. I intend to write one or more essays for this magazine that are a cross between a gaming column, an article, an editorial, and a personal chat. In the future, if this series lasts for long, I'd like to think we're all sitting around a blazing fire eating popcorn and talking about whatever interests us.

First, I'd like to describe myself a bit so you can feel that you know me. I am 34 years old. I live in Phoenix, Arizona with my wife Cathy and daughter Jillian Charmaine. Gaming is not my major source of income – *T&T* and the other things I have done have not made me rich. In my everyday mundane identity, I am a lowly cataloguer for a great metropolitan library system (Phoenix Public).

I own a house in an older section of town. It has a huge and ill-kept lawn with a giant pine tree in the back. The popular image of Phoenix as the capital of Arizona is probably of stinking desert with sagebrush growing on the streets, cowboys swaggering in and out of the bars, and coyotes howling to the moon every evening. Although it does get to be 120 degrees Fahrenheit here every summer, you can forget the rest of the image. Irrigation has made Phoenix surprisingly green, and air-conditioning makes it very comfortable. The only coyotes I know about are in the zoo, though my neighbour's dog seems to have a wild streak in him – Spot has certainly awakened me in the wee hours with his howling often enough. Behind my house is a large redwood room stuffed with hundreds of books belonging to me and my wife. Pride of place goes to my collection of Robert E Howard, J R R Tolkien, King Arthur material, and books about the pre-Columbian civilizations of America, notably the Aztecs, Toltecs, and Mayans. I have a moderately huge collection of science fiction, fantasy, mythology, folklore, ancient history, comic books, fanzines, and amateur publications of all sorts. There are several shelves full of games. The fantasy role-playing games that I keep on hand are: *Tunnels & Trolls* (of course – both American and English editions), *Monsters! Monsters!*, *RuneQuest*, *Traveller*, *Stormbringer*, *The Fantasy Trip*, *Empire of the Petal Throne*, *Space Opera*, *Villains and Vigilantes*, *Land of the Rising Sun* , *Bushido*, the *Thieves Guild* stuff, and the old *Arduin* trilogy. Conspicuous by its absence is any form of *D&D* or *AD&D*. People often ask me if I play *D&D*. The answer is no. I have only the vaguest idea of the actual mechanics of the other game system. Games that I like to play and sometimes do are *T&T*, *RuneQuest*, *Stormbringer*, *Traveller*, and *Villains and Vigilantes*. There isn't time to play and understand everything.

People often ask me what is the difference between *Dungeons & Dragons* and *Tunnels & Trolls*, assuming that my game is just a poor man's variant of *D&D*. The difference is basically one of viewpoint between E Gary Gygax and myself. *T&T* was deliberately designed to be simpler in its basic concepts and game mechanics, less expensive, faster to play, and more whimsical. *T&T* is often blasted because the spell names such as *take-that-you-fiend!* or *poor baby* sound silly, but I feel it is better to sound silly than to be dull. Spell names like *fireball* and *heal* don't show much imagination, do they? You absolutely need a good sense of humour to play *T&T*. Otherwise, you just aren't going to understand why berserkers get extra combat adds for chewing on their shields.

Back in December of 1974 I began to hear rumours of this game called *Dungeons & Dragons*. It sounded fabulous – something that every true fantasy lover would need to own and play. In April of 1975 I finally saw a copy of *D&D*. A couple of hours later I put down the *D&D* rulebooks (and I have never looked at *D&D* rules again) and said, 'What a great idea! What lousy execution! Nobody can play this. I'll write my own rules that my friends and I can play.' And I stalked out into the night, went home, sat down and started writing. One thing I decided at the beginning was that I didn't need funny many-sided dice – good old six-siders would do. Another thing – the game didn't need to be dominated by some pseudo-Christian religion. Out with clerics! There were a lot of decisions made rebelling against what I remembered of the *D&D* rules. Who needs hit points – Constitution will do. At the end of my first day of writing the two systems were already radically different.

In two days I had produced a dozen pages of notes towards a rule system – there was no thought of making something to sell and compete with *D&D*. I just wanted something I could play with my friends. I called over Steve McAllister, Bear Peters, and Mark Antony, showed them how to roll up characters and open-

# According to St Andre

*Illustrations by John Barnes, Chris Carlson and Liz Danforth.*

ed the gates of Gristlegrim for them. The first thing that happened was a ghostly hand grabbed the leading character and dragged him into a hole, eventually dumping him into a cell with an amorous lady troll. Fortunately for him, his comrades leaped into the hole and got there in time to rescue him. The players had numerous other adventures — I killed half of them by dropping the roof of the tunnel on them. I made them all wealthy by letting them exit through a room whose floor was strewn with uncut diamonds. That was incredibly, extravagantly generous, but I had no models to go by back in April 1975. They went ape. They loved the game. Photocopies of my original hand-written rules began to proliferate with people always begging me for more. Others began throwing in their ideas. It didn't take more than a week for McAllister to come up with as many different spell names and powers as possible. I clarified the theory of saving rolls. I got Rob Carver and Mark Antony — the only artists I knew at the time — to do some illustrations for me. The name *Tunnels & Trolls* was chosen by a popular vote at a meeting of people who were playing the game. Everybody had been calling it *Dungeons & Dragons* though we knew it wasn't really. I wanted to call it *Tunnels & Troglodytes*, but I was shouted down overwhelmingly.

By mid-June I had a 41-page book of rules and Robin Carver had given me a couple of pieces of art to use for covers. I took it all to the print shop of Arizona State University and laid out $60.00 to get them to do 100 copies by photo-offset. That was a lot of money for me at the time, considering that I had been unemployed for half a year and was living off my wife's salary. The day after I got it to the printer, Cathy and I went on vacation to Lake Tahoe, San Francisco, and parts in between. Steve McAllister was left with the responsibility of picking up the finished product, collating it, and getting copies of it to all our friends who wanted some at $2.00 per copy. When next I saw him and *Tunnels & Trolls* it was the 4th of July in Oakland at the Hotel Leamington at the WesterCon science fiction convention. I didn't have a room there and was trying to stay awake for 3 days. Steve had brought a few extra copies with him, to show me, and to try and sell some at the convention. We sold about 4 copies. It was at this same convention that my path first crossed Liz Danforth — I saw her and some of her art, never dreaming that within a few months she was going to become one of the most important elements in the continuing evolution of *T&T*.

As it turned out, I couldn't sell 100 copies of *T&T*. My friends took about 30 or 40 copies and I got my printing costs back. But in November I met Rick Loomis at TusCon I, a small science fiction convention in Tuscon, Arizona. He told me about his game company, *Flying Buffalo*, and I told him about *T&T*. I asked him if he'd try selling it for me on commission — after all I already had coast-to-coast sales — one friend in Florida and 4 sales at Oakland. Rick took the game with him — my 60 remaining copies — to a few conventions and quickly sold out. At $2.00 a copy it was 5 times less expensive than *D&D*. It occurred to him that there could be money in this fantasy gaming and he came back and made me an offer to produce and distribute *T&T*. It was settled with a handshake, and the second fantasy role-playing game was launched.

The current fifth edition is almost completely different from the original first edition, but the philosophy of play has never changed, nor has my intention to bring you players the best possible game for the least amount of cost. New things continue to happen and I'm beginning to think that a 6th edition is inevitable. Right now I can only advise you to subscribe to *Sorcerer's Apprentice* if you want to find out what the new developments are for *T&T*. And just possibly, *White Dwarf*. If you wish to do your own *T&T* articles, dungeon designs, variants, commentary, what-have-you, now is the time to send such material to *White Dwarf*. They have told me that they are interested in seeing and publishing more *T&T* material, but the truth is, I, Mike Stackpole, Liz Danforth, and most of my friends are too busy to try and produce a lot of new material for *White Dwarf*. This is your chance. After all, it really is your game.

If you care to write to me, I'm always interested in comments from players, though I don't promise to return all letters received — that could mean constant letter-writing and no time for design work (and I have lots of projects I'm working on). You can reach me through the editors of *White Dwarf*, or by writing to *Flying Buffalo*, or by writing to me directly at 3421 E Yale, Phoenix, AZ 85008 USA.

—Best,

Ken St. Andre

*Next issue: A T&T solitaire scenario, devised by Ken St Andre.* ■

Fiend Factory *is a regular department featuring readers' monsters, edited by Albie Fiore. This issue, a look at some monsters usually encountered in league with other creatures —*

# In Good(?) Company

## STIRGE DEMON
### by Ivo Smith

| | |
|---|---|
| **No Appearing:** | 1 – 2 |
| **Armour Class:** | 4 |
| **Movement:** | 12" |
| **Hit Dice:** | 5d8 |
| **Treasure:** | See below |
| **Attack:** | Special |
| **Alignment:** | Lawful evil |
| **Intelligence:** | Very |
| **Monstermark:** | 74 (level V in 12 levels) |

The stirge demon can easily be mistaken for a cloaked human until its hands are seen which have long, pointed, sharp nails at least 1½" long. The demon has no lair and its only treasure is its 'stirge-necklace'. This can summon 10 – 20 stirges twice per day at the will of the demon. The demon itself, without a necklace, can still summon 1 – 6 stirges at will but if his opponent is wearing a stirge-necklace, the stirges will attack the demon.

The creature itself has two attacks, 1 with each hand. If a hit is scored, the stirge-demon has grasped its victim and its nails are embedded in the victim's flesh. It can then draw the victim's blood through its hollow nails starting on the next round at the rate of 2d4 per round until it has drained 24 hit points worth of blood when it will withdraw, sated. As with a stirge, the only way of dislodging it from its victim is to kill it.

Any victim hit by the stirge demon must have a *cure disease* cast on the wound within 24 hours or a disease of the blood will set in.

Although the stirge demon cannot fly, it will often be carrying or have drunk a *Potion of Flying*.

The demon will never, while alive, surrender its necklace.

## WERESNAKE
### By Cas Liber

| | |
|---|---|
| **No Appearing:** | 3 – 18 |
| **Armour Class:** | 7 |
| **Movement:** | 15" |
| **Hit Dice:** | 2d8 + 3 |
| **Treasure:** | C |
| **Attack:** | By weapon type or bite for 1d8 plus poison |
| **Alignment:** | Neutral evil |
| **Intelligence:** | Average |
| **Monstermark:** | 42 (level IV in 12 levels) |

Weresnakes, or serpent-men, live in damp, dark places such as dense jungles, river caves and marshes. Whenever weresnakes are encountered, there is a 60% chance for each that it will be accompanied by 1 – 3 giant poisonous snakes. If not, then a weresnake can still summon 1 – 3 more.

A weresnake attacks either by weapon type, usually a scimitar, or with its poisonous bite — victims must save vs poison or die. Usually it will stalk its victims before attacking.

In common with other lycanthropes, the weresnake is a human with the ability to assume animal form. The animal form of the weresnake, is that of a scaled human torso with two arms and a normal head apart from two snake-like fangs. The lower part of the body is that of a snake. The weresnake can only be hit by +1 or better and silver weapons.

## MURYAN
### by Roger E Moore

| | |
|---|---|
| **No Appearing:** | 8 – 80 |
| **Armour Class:** | 2 |
| **Movement:** | 12" |
| **Hit Dice:** | 1d8 + 1 and above |
| **Treasure:** | B, P, Q x 20 |
| **Attacks:** | Bite for 1d4; 4 claws for 1–2 or by 1–4 weapons |
| **Alignment:** | Lawful neutral |
| **Intelligence:** | Low to average |
| **Monstermark:** | 17+ (level II in 12 levels) |

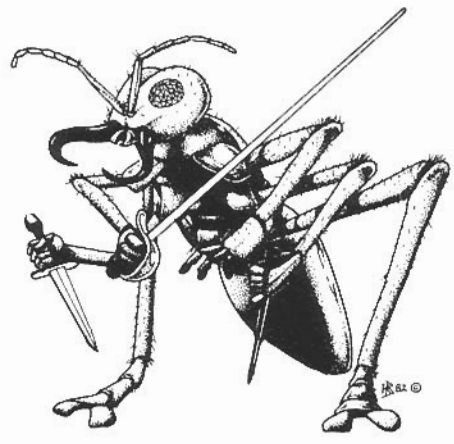
Deep beneath the earth, in elaborate tunnel systems in rocky and rough terrain, dwell the muryans. They are an insectoid race that resemble large ants that walk on their rear pair of legs. They have two pairs of arms available for manipulating objects and making tools, and muryans may engage in combat with a weapon in each of their claw-like hands. They use no armour or shields, relying on their tough, glossy, black chitin to protect them. Their eyes are large, bright and multifaceted. They have superior infravision and may see up to 120' feet in the dark. Bright light, however, does not affect them in the slightest, and they are not blinded if a magical *light* spell is cast upon their eyes. They range from 5' to 7' tall when standing erect.

Muryans are excellent miners and can carve channels through solid rock with ease. They particularly enjoy searching for precious gemstones and rare minerals.

Because of a peculiar empathic bond with insects, muryans use giant ants as pets and guards, and some colonies use giant wasps for reconnaissance scouts.

Muryans are not affected by *insect plague, summon insects, repel insects,* or *creeping doom*. *Charm* and *hold* spells will not work on them either. All muryans are immune to psionic attacks and effects.

Muryans avoid contact with the upper world and its inhabitants, though they



may be encountered in dungeons and deep caverns. They have highly structured and organised societies with rigid chains of command. For every four normal muryans encountered, there will be a low-level leader figure with full (9) hit points, carrying four weapons that can each be used one-handed. For every four low-level leaders present, there will be a medium-level leader with 2d8 + 2 hit points, fully armed and capable of moving at 15". In any group of muryans greater than 60, there will be a high-level chief with 2d8 + 2 hit dice (at full hit points, 18) who can move at 18" and can cast an *insect plague* once per day as a 10th level druid.

While it is possible to deal peacefully with muryans, these beings will attack any intruders into their lairs without hesitation. They speak only their own language and may communicate with any insectoid creature.

## SPRITE KNIGHT
### by Phil Masters

| | |
|---|---|
| **No Appearing:** | **1** |
| **Armour Class:** | **3** |
| **Movement:** | **9"/18"** |
| **Hit Dice:** | **1d8 + 2** |
| **Treasure:** | **L, M, N, + (50%) 1 map** |
| **Attack:** | **See below** |
| **Alignment:** | **Neutral good** |
| **Intelligence:** | **Very** |
| **Monstermark:** | **7 (level II in 12 levels)** |

A sprite knight is an exceptionally robust sprite who chooses to defend his race and forest from evil intruders. Such a one has the full sprite powers of *concealment, invisibility, silent movement* and *detection of good/evil*; in addition it can cast *protection from evil, insect plague,* and *speak with animals* once each day at 6th level power. It saves as a 4th level fighter/magic user. The sprite knight carries normal sprite weaponry, plus a lance tipped with the same drug as the sprite arrows, which it can use for one hit only for 1d4 damage.

Any sprite knight will own an utterly faithful mount, that fights for its rider in battle: 5% chance a giant (1 die) bat; 15% chance a bloodhawk; 20% a wild boar; 40% a wild dog; and 20% chance a large spider. Each has a 30% chance of being accompanied by 2 – 5 normal sprites as 'squires'.

The superior armour class of these beings results from their use of lightweight armour made of leather and insect chitin, cunningly fashioned to allow them full use of their natural aerial agility.

Sprite knights are brave to the point of impetuosity, or even foolhardiness, and a little vain; but they combine this with a strong sense of humour and honesty and a fierce devotion to their task. Each speaks sprite, common tongue, brownie, pixie, and the language of Neutral Good.

## VAMPIRE WOLF (COACULA)
### by Trevor M French

| | |
|---|---|
| **No Appearing:** | **2 – 8** |
| **Armour Class:** | **5** |
| **Movement:** | **18"** |
| **Hit Dice:** | **4d8 + 3** |
| **Treasure:** | **D, S** |
| **Attack:** | **Two claws for 1d4 each plus 1 bite for 2d4** |
| **Alignment:** | **Chaotic evil** |
| **Intelligence:** | **Very** |
| **Monstermark:** | **124 (level VI in 12 levels)** |

The vampire wolf or coacula (plural: coaculi) is the undead spirit of a worg which has been slain by a vampire and returns to wreak havoc on the *Prime Material Plane*. They are extremely rare, and if encountered they are 50% likely to be accompanied by the vampire, for these powerful undead will often go to great lengths to kill a worg and thus gain a 'pet' coacula.

The vampire wolf rises from the grave 1 – 4 days after being killed and immediately attempts to find its 'master'. In the presence of its master, the coacula is turned on the cleric/undead matrix as a spectre (if not with its master, then as a wight) and gains the ability to both *assume gaseous form* and *charm person* at will. Any one killed by a coacula will become a vampire in 2 – 24 hours unless *raised* or a *remove curse* is cast upon them. Coacula cannot be affected by any spells which affect the mind – such as *charm, sleep*, etc.

The vampire wolf is always jet black in colour with bright, burning orange eyes.

Note: It is rumoured that other types of undead wolves exist, though this has yet to be proved. Legendary types include shadow wolves (solvi), wraith wolves (gubbliyi), spectre wolves (rataki), and ghost wolves (satani).

## MINIDRAG
### by D Parrington

| | |
|---|---|
| **No Appearing:** | **1** |
| **Armour Class:** | **-2** |
| **Movement:** | **9"/18"** |
| **Hit Dice:** | **2d8** |
| **Treasure:** | **Nil** |
| **Attack:** | **Poison jet** |
| **Alignment:** | **Neutral** |
| **Intelligence:** | **Animal** |
| **Monstermark:** | **Suggest level VI in 12 levels** |

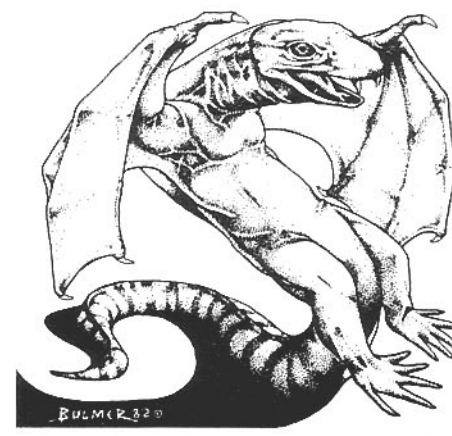
These very rare creatures are found in various climates both above and below ground. They are scavengers and are almost always found in the company of predatory beasts by whom they are peacefully tolerated and permitted to feed on the left-over scraps of prey because of their special abilities. These abilities also make them highly valued as pets.

They are empathic with other creatures and are able to read their emotions. When with their master or accompanying predators, they will warn them of anyone approaching who means them harm by rearing up, and may even attack.

To gain one as a pet, the minidrag must be either raised from the egg or a wild one must be consistently fed without any intention of harm or fear. If either of these emotions is shown towards it, the creature will attack. There is a 20% chance that the creature will attack anyway if it is disturbed.

They attack by flying in and ejecting a jet of poison at +5 to hit with a 5' range. Saving throws against this flesh poison are made at -2, failure means death. Since the jet is always aimed at the face, any successful save must be followed by a second saving roll vs poison to prevent being blinded.

If left undisturbed, the minidrag will never attack, being of a generally peaceful and lazy disposition. ■



Treasure Chest *is a regular department dedicated to readers' ideas for* D&D. *This issue, some new . . .*

# SPELLS

## RESIST ELECTRICITY (Alteration)
**by Steve Matthews**

Usable by: *Cleric*
Level: *3*
Range: *Touch*
Duration: *1 turn/level*
Area of Effect: *Creature touched*
Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *None*

Similar to *resist cold* and *resist fire,* this spell gives protection from electrical attacks. It affords complete immunity to electricity received by touch (eg *shocking grasp*) and allows a +3 bonus on saves vs *lightning bolts* or blue dragon breath, and halving the damage taken (½ damage if save fails, ¼ if save made). The material component for this spell is a short copper rod.

## KNOW DURATION (Divination)
**by J M Jones**

Usable by: *Cleric*
Level: *3*
Range: *2"*
Duration: *1 turn*
Area of Effect: *1 creature/object per round*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *See below*

This spell enables the cleric to find the duration of a spell or effect (as caused by a potion, for example). This can be very useful if cast after a *fly* spell for instance. If the spell is cast on an unwilling creature then a saving throw is applicable. The material component is the cleric's holy/unholy symbol.

## HIDE PORTAL (Alteration)
**by John Rudd and Steven Cairns**

Usable by: *Magic-user, Illusionist*
Level: *4*
Range: *Touch*
Duration: *Permanent*
Area of Effect: *Portal touched*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*

By use of this spell the caster can disguise any portal by making it blend very effectively into its surroundings. The normal chance of finding a secret door applies to the chance of discovering the hidden portal. The area in which the portal stands radiates magic however.

## CHAMELEON (Alteration/Illusion)
**by Tony Parry and Jeremy Vaughn**

Usable by: *Magic-User, Illusionist*
Level: *1*
Range: *0*
Duration: *1 turn + 1 round/level*
Area of Effect: *Spell caster*
Components: *S, M*
Casting Time: *1 segment*
Saving Throw: *None*

When this spell is cast the caster is able to blend into any background desired. The chance of the caster being noticed is equal to that of a halfling thief of the same level. The material component of this spell is a small lizard which must be swallowed during casting.

## LEAFSKIN (Alteration)
**by Roger E Moore**

Usable by: *Druid*
Level: *4*
Range: *0*
Duration: *One day/level*
Area of Effect: *Druid only*
Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *None*

When this spell is cast, the druid's skin will darken and take on a greenish tint. Thereafter, so long as the druid exposes at least 25% of his or her body to direct sunlight (usually hands, arms, head, back, or legs) no food will be required as he or she will be drawing energy from the light itself. The druid need only drink water in normal quantities the entire day. In cloudy weather the druid will have to increase exposure to the sun to 50% or eat half of the normally required rations. Oak leaves are required to cast this spell, and they are rubbed over the skin as the spell is cast.

## HUORN (Alteration)
**by Roger E Moore**

Usable by: *Druid*
Level: *7*
Range: *Touch*
Duration: *1 turn/level*
Area of Effect: *One tree*
Components: *V, S, M*
Casting Time: *5 segments*
Saving Throw: *None*

This druidic spell is used to animate living trees so they may engage in combat, much like treants. These animated trees, or huorns, will move and attack as if they were trees animated by a treant (3" move, 12 hit dice, AC 0, 4-24 damage/attack, 2 attacks/round). Huorns obey the orders of the animating druid and are able to communicate with him as if under the influence of the magic-user spell *charm plants.* Only one tree, of a height greater than or equal to 12', may be animated in this fashion with this spell. The huorn cannot be *charmed, held,* or otherwise affected by enchantment/charm type spells cast by any other person so long as it is still animated by the original druid. Animated huorns are always neutral in alignment. They are affected by fire as treants are.

*Next issue: Magic Items — readers' Amulets and Talismans.* ■

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# MIDGARDIAN

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# THREE WORLDS DISCOVERED IN ONE CLUSTER

**by our science correspondent**

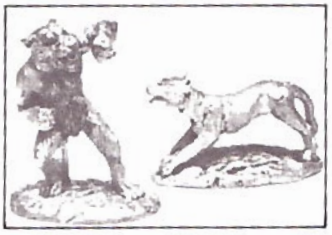
A peculiar set of worlds has been discovered in *Chaosium's* new role-playing game *Worlds of Wonder*. It comprises three interchangable role-playing games that can be used separately or together. The mechanics of each is based on *Basic Role-Playing*, which is also included in the full-colour box. The three worlds are: *Future World* in which players adventure in space and meet alien creatures; *Magic World* which takes them back to a time of swords, powerful magic, and mythical monsters; and *Super-world* where players adventure as comic book superheroes. To get to these different worlds, players must first pass through the city of *Wonder*, an interdimensional city with gates to each of the worlds.

Also emerging from his interdimensional gate comes *Elric*, *Chaosium's* game based on the well-known *Elric* novels by Michael Moorcock. This fantasy board game has been repackaged for its reprint and now comes in a full-colour box.

## MORE REMAKES THAN 'THE JAZZ SINGER'

*Citadel Miniatures* have been busy recasting some of the roles in their ranges. New castings for *FA1: Fighter in Plate Mail with Sword* (left) and *FS11: Beggar* are now available.

In addition, the man-beast has now become *FA13: Weretiger* (left) and the sleeping dog (*FS49*) has awoken.



*Illusion* have released a range of 54mm scale human warriors and dwarfs. Shown here is *IW8: Beckworth* – the warrior.

*Left: The bold adventurers who accompanied Ian Livingstone on the expedition.*

## The Seven Years War Revisited

**by our historical correspondent**

The campaigns of the Seven Years War are recreated in a mythical setting in *Game Designers' Workshop's* soon to be released *Soldier King*. The game for 2–4 players features diplomacy as well as a game system based on that used in *A House Divided*. The game can be played as a rowdy evening's entertainment or as a serious campaign.

Also due out soon from *GDW* is the reprint of their classic Battle of Britain game, *Their Finest Hour*, which will be in a new boxed format.

## STONEHENGE – THE RIDDLE SOLVED?

*Yaquinto* have released a new role-playing game in which players can discover the riddle of Stonehenge, the secrets of the pyramids and all the mysteries of the ancient world. The game is *Man, Myth and Magic* and has been written by Herbie Brennan, author of many books on fantasy, sf, and the occult. In the game, players adventure as an Egyptian priest or a British druid, or even an Irish leprechaun. Included are basic and advanced rules with 3 ready-to-play scenarios for each.

*Pirates and Plunder* is another new role-playing game from *Yaquinto* set in the golden age of piracy in the heart of the Caribbean.

## MYSTERY PLAGUE STRIKES

An expedition is being mounted in the soon to be released *Traveller* double adventure *The Chamax Plague/Horde* by *Game Designers' Workshop*, to investigate a mysterious plague on the surface of a dead planet. The expedition is also to search for a lost expedition, possibly victims of the plague. In *Horde*, the back-up adventure, a swarm of alien predators, spitting acid and reproducing wildly, is unleashed.

*Traveller Adventure 7: Broadsword* is also expected in the near future from *GDW*. The adventure details the Broadsword class mercenary cruiser with four scenarios.

## GATEWAY TO ADVENTURE OPENS

On 1st April the darkest depths of Pecforton Castle in Cheshire opened to the public for live action role-play – a place where monsters leap out on unsuspecting adventurers and carrying treasure is a real problem. In mid-March, our own Ian Livingstone was invited to take part in a special preview adventure and also meet the men behind the monsters. How the system worked and how our intrepid editor fared with his sword will be revealed in a review of the adventure next issue.

## Shoot out in Saloon

A shoot out in a saloon between a lawman and an outlaw is featured in the latest game from *Nova Game Designs*. The game, *Bounty Hunter*, set in the Wild West, features the unique freeze-frame system used in *Ace of Aces*. True hidden movment is possible, with players able to see their opponent without being seen, as the two gunmen stalk each other around the saloon. Additional rules cover skill, innocent bystanders, loot – even the cost of a doctor.

The game should be available in the UK by June.

## Men of Cardboard

The *Cardboard Heroes* range of play-aids from *Steve Jackson Games* will be extended shortly with the impending release of four new sets: *Set 5: Undead; Set 6: Monsters I; Set 7: Monsters II* and, in the approved for use with *Traveller* range, *Set 1: Soldiers of Fortune*.

## OPENING HOURS TO BE EXTENDED FOR DRAGONMEET

In the interests of role-playing gamers, this year's *Dragonmeet* will be extended to run from 10am until 9pm. *Dragonmeet '82* will be held at the Central Hall, Westminster, London SW1 on Saturday, 17th July.

## Referees to be Screened

**by our sports correspondent**

All referees for *TSR's* role-playing games will be screened soon. The move comes as a result of the release of referee's screens for *Gamma World, Boot Hill* and *Top Secret*. The screens should be available in the UK shortly.

## NEXT ISSUE

Coming up in the next issue of *White Dwarf* will be: *The Mad Dwarf* – a *T&T* solo adventure by Ken St Andre; *The Town Planner part 1* – designing and running *D&D* villages, and *Arms at the Ready* – weapon tables for *D&D*, plus much more.

## STARSHIP CAPTAIN - A question of identity

In Standard Games' advertisement in the last issue of White Dwarf an unfortunate typographical error was perpetrated!

Their wonderful new game "Starship Captain" was described as "Starguard". The makers wish to apologise for any confusion and any similarity in the name to any products, rules, etc., already in existence.

**Remember from now on its "Starship Captain"...**

## CLASSIFIED

*All classified ads must be prepaid at the rate of 10p per word, display ads £3.00 per scc. Please send copy and payment to* White Dwarf, *27/29 Sunbeam Rd, Park Royal, London NW10, making cheques/POs payable to* Games Workshop Ltd.

**For Sale**
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**Job Offer**
*Wyrms Claw* Magazine requires an intelligent, independent, part-time person for Sales Division. Send CV to S Turnbull, 29 Goulden Rd, Manchester 20.

**Solo in Every Issue**
You encounter *Quasits & Quasars*, the fantasy/sci-fi fanzine. If you buy issues 1-4, send 60p/magazine to David Hulks, 54 Slimmons Drive, St Albans, Herts.

**Hello out there**
Another issue of *Wyrms Claw* emerges from the crypt to astound a waiting world with reviews, scenarios and ideas for all. Get your copy now, 60p + 15p p&p or £4.00 annual sub from: *Wyrms Claw*, 93 Norris Rd, Sale, Cheshire M33 3GS.

**SEWARS Fanzine No 7**
Four issue sub £3.00 (£4.00 overseas), single issue, 80p inc p&p (£1.00 abroad). C Bayliss, 12 The Fryth, Basildon, Essex.

**At Last**
Issue 3 of *Secrets of the Koan* has finally arrived. If you want a fanzine which values friendliness above professionalism then send 50p to Trevor Mendham, Arts Fed Pigeon Holes, Union Building, University of Warwick, Coventry CV4 7AL.

**For Sale**
Well priced 2nd hand *D&D*, especially magazines and *JG* material. Send for list and prices to B L Mitchell, 51 Acredales, Linlithgow, EH49 6HY.

**For Sale**
*AD&D*: *DMG* — £7.00, *PHB*, *MM*, *D&DG* — £6.00 each. Vgc Tel: Nottm 233086.

**SEWARS Fanzine**
Available from: *Games People Play*; *Esdevium*, Hampshire; *Gameskeeper*, Oxford; *Games of Liverpool*; *Arnolds, Brentwood Games Centre*; *Avalon Hill*; *Forever People*, Bristol; *Games Room*, Norwich.

**British Plate Armour Society**
Medieval re-enactment. Interested? Details SAE, 38 Sancroft Rd, Eastbourne, East Sussex. (Adults). Arms, armour sale list available.

**Nascom Computer Games**
Fantasy (£8.00), Missile Defence (£8.00), Nightmare PORK (£5.00) and many others. Large SAE for illustrated catalogue to: Level 9 Computing, 229 Hughenden Road, High Wycombe, Bucks.

**Desperately Required**
*Minifigs* Gnomes, also Gnolls (with polearms). Contact: Andy Jarvis: 19 Redman Road, Dee Why, NSW 2099, Australia.

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**Palantir 6**
Slide-bound, card cover, 28-page, A4 fanzine. For intelligent beings into FRP. 60p + 15p p&p, OR £2.50 sub for 4 issues. Cheques/POs to Tony Ellam, Garden Flat, 2 St Ronan's Avenue, Bristol BS6 6EP.

**For Sale**
*C&S* and supplements, *RuneQuest*, *Traveller* and many other FRP and miniature games. Contact A S Stewart, 17 Trinity Rd, Ilford LG6 2BQ. Tel: 01-550 4981.

## CLUBS

**DURHAM CITY**
**The Durham Light Infantryman Wargames Group**
**Games:** *AD&D*, *Traveller*, boardgames.
**Time:** 7-9pm Tuesdays. Weekends available.
**Place:** Vane Tempest Hall, Gilesgate.
**Comments:** All welcome.
**Contact:** Mike Lowery, 24 Gloucestershire Drive, Belmont, Durham. Tel: Dhm 67679 after 5pm.

**HUTTON**
**Hutton Grammar School Fantasy Games Society**
**Games:** *AD&D*, *Traveller* or anything.
**Place:** Anywhere (ideas?).
**Comments:** All welcome, any age or sex.
**Contact:** Andy Settle 0772 744000.

**TUNBRIDGE WELLS**
**Dark Tower Wargaming Group**
**Time:** Every Saturday 2-6pm.
**Place:** Showfields Hall, Tunbridge Wells, Kent.
**Games:** *AD&D*, *Traveller*, *Diplomacy*, *Kingmaker*.
**Contact:** Mark, Tel: Tonbridge 352699.

## HELP!

*Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.*

**AD&D West Wickam/Hayes**
15-year old Chaotic Good adventurer would like to meet attractive female character of similar age and inclination to adventure with associates in wilderness and dungeon. Write to Andrew, 128 Pickhurst Rise, West Wickham, Kent.

**Postal Fantasy Campaign**
Send SAE and 50p (further turns 30p) to J Parsler, 31 Cherrydown Rd, Sidcup, Kent or phone 300 4111 after 6 for info.

**AD&D England**
A 14-year old *AD&D* player would like to hear from anyone interested in swapping ideas and running a postal *AD&D* campaign especially in the USA. Keith Thompson, 23 Breck Hill Rd, Woodthorpe, Nottingham, England.

**RuneQuest in Poole**
Experienced DM wishes to contact *RuneQuest* players willing to travel to the address below. Ages 18+. Tim Moyse, 9 Firsway, Upton, Poole, Dorset BH16 5HU. Tel: Lytchett Minster 631172.

**AD&D Rochdale**
Family of gamers, relative beginners to *D&D*. Restricted through lack of transport seek comrades and DMs. Hospitality assured — children welcome. Contact: Barry Fitton, 964 Zennor, Ashfield Valley, Rochdale. Tel: Rochdale 356198.

**AD&D Sunderland**
Wanted: Female player, age 13-15, for intermittent *AD&D* campaign. Brief *Traveller* excursions. Contact: Gordon Wilkinson, Sunderland 484361.

**Help!**
Any adventurers, either sex, any alignment, age 10-13 in North Cheam, Cheam village, Worcester Park area, please contact Paul Mayhew, 57 Wordsworth Drive, North Cheam, Surrey. Games played — *D&D*, *Traveller*, *GW* games and others.

**Help**
Non-experienced *AD&D* player and *RuneQuest* player needs player and DM of ages 12-14. Contact 38 Marlborough Ave, Gosforth, Newcastle-upon-Tyne. Phone 859853.

**AD&D Wimbledon/Putney**
Players wanted to join *AD&D* club, ages 14-16. Contact: Gary Bruce, Tel: 789 8916.

**D&D Pontefract**
I seek SF/F campaigns to join. Have *D&D* experience but am willing to try anything (esp *Traveller* and *WOTR*). Chris Hunter, 2 Lancaster Close, Pontefract, Yorks. Tel: P'fract 702430.

**The Thigh Ripple Whang Association**
Very *AD&D*. If you want to sell books/figures we're interested. We give and accept new information: new classes, magic items etc. SAE to Mr P Burroughs, 181 Marlborough Rd, Swindon, Wiltshire SN3 1NL.

**Help**
14-yr old *D&D* and *Traveller* player in Calstone, Wiltshire wishes to start *Traveller* campaign. Contact: Paul Cornell, Three Gables, The Hayle, Calstone, Nr Calne, Wilts.

**RPG Kent**
15-yr old FRPer with 5 years experience of *Traveller*, *AD&D* and *RuneQuest*. Willing to play by mail or contact someone locally. Tim Knight, 84 Heawood Green Rd, Pembury, Kent. Tel: Pembury 2915.

**Watford, Redbridge, Ilford**
Players wanted for *AD&D*, *Traveller*, *RuneQuest*, *Killer*, *Melee* and anything else. If interested phone 01-500 7918 and ask for Chris or 01-550 1389 and ask for Mike.

**AD&D Edinburgh**
Experienced players need new DM for *AD&D*. If you can meet at member's houses once per week and you're aged between 14-18 contact G Leaver, 10 Cramond Rd South, Edinburgh, Scotland.

**RPG Leicester**
New players in Leicester area seek campaigns for *Traveller*, *D&D*, *RuneQuest* but we are willing to broaden our horizons with other RP games. Please contact: Dunfordan the Delusive, 1 Ramsbury Rd, W Knighton, Leicester LE2 6HR.

**AD&D Australia**
Wanted, players within travelling distance of French's Forest. Call Michael Anderson 451 8207, Sydney, Australia.

**Dark Age Warfare Re-enactment**
The *Arthurian Society* are looking for new members. Male and female, 18 and over in the Midlands area, please write to: Tim Wade, 15 Schoolgate, Stonesby Ave, Leicester LE2 6SH.

**Space Opera**
Anyone interested in exchanging, information, ideas, scenarios etc or postal campaign, contact: N Spalding, 30 Durlock, Minster, Thanet, Kent CT12 4HE.

**Traveller, Preston**
Frustrated Naval architect with *Trillion Credit Squadron* in Preston Lancashire subsector with no-one to fight throws down the gauntlet at any other navies in same subsector. Contact: Andy Settle. Tel: 0772 744000.

**AD&D Lancashire**
Any *AD&D* players near Wigan, Chorley, Preston or Bolton aged 17+ interested in forming a group or is there one already? Contact: Stephen Donnelly, 25 Church St, Adlington, Lancs or Phone 0257 481617.

**Fantasy Role-Players**
Female wargamer interested in finding role-playing groups in Cardiff/Newport area. Ring: Miss Frankel, Cardiff 484779 days.

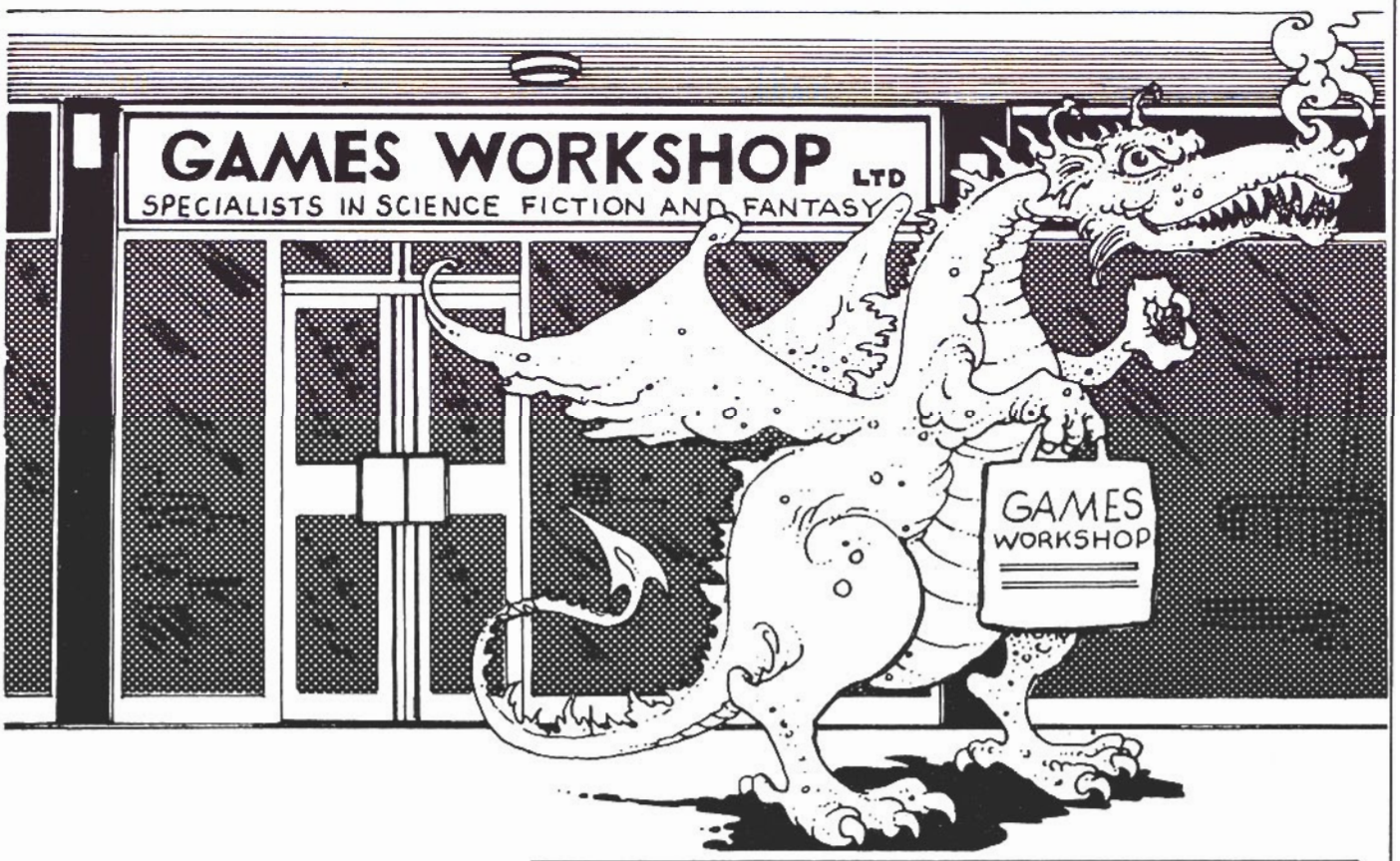
**D&D North London**
Aspiring *D&D* player seeks club/group. Reshad Susriz, 83 Dunbar Rd, Wood Green, London N22. Tel: 888 2096.

**Gotecon**
To be held on 9-11th April, 1982, at the Student Karen, Goteborg, Sweden. Contact: Mikael Borjesson, Dirigengatan 6, S-42138 Vastra Frolunda, Sweden. 031476141.

**Grimcon IV**
*Grimcon IV*, a fantasy/science fiction gaming convention, will be held from Friday May 28 through Monday May 31, 1982 at the Oakland Hyatt House, 455 Hegenberger Road, Oakland, Ca 94612, USA. We have the usual events found at other conventions, such as films, dealers, demonstrations, etc. Our rates are: Pre-registration, Entire Con = $14.00; At the door, Entire Con = $17.00; At the door, One Day = $7.00. There will be no pre-registration for less than four days.

**Postal Games**
*Diplomacy*, *D&D*, *En Garde*, *Kingmaker*, *Sorceror's Cave*, *Mystic Wood* are all games that can be played by post. I run a non-profit making lising of all postal gaming fanzines and what can be played in them. Send £1.00 for quarterly issues to S Billenness, 20 Winifred Rd, Coulsdon, Surrey CR3 3JA.

# two more dragons on the loose




Games Workshop have now landed in central Manchester and Sheffield with huge stocks of games from *GW, TSR, GDW, Judges Guild, Chaosium, Eon, Yaquinto, Task Force, Steve Jackson Games, Metagaming, FGU, Avalon Hill, SPI, Nova, Gibson* and more. We have figures from *Citadel, Grenadier* and *Asgard* on display at our specially illuminated figures bar. We also have specialist staff to serve you.

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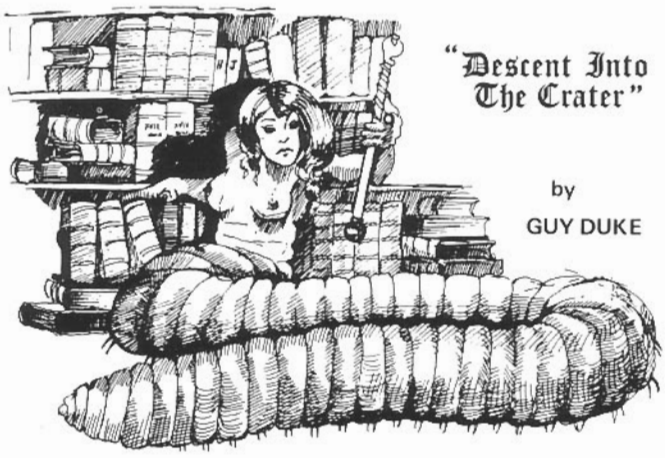

"Descent Into The Crater"

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GUY DUKE

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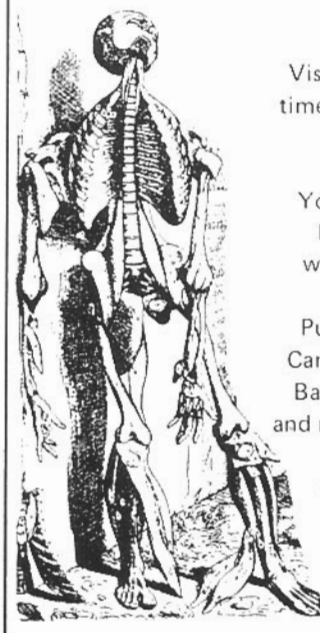

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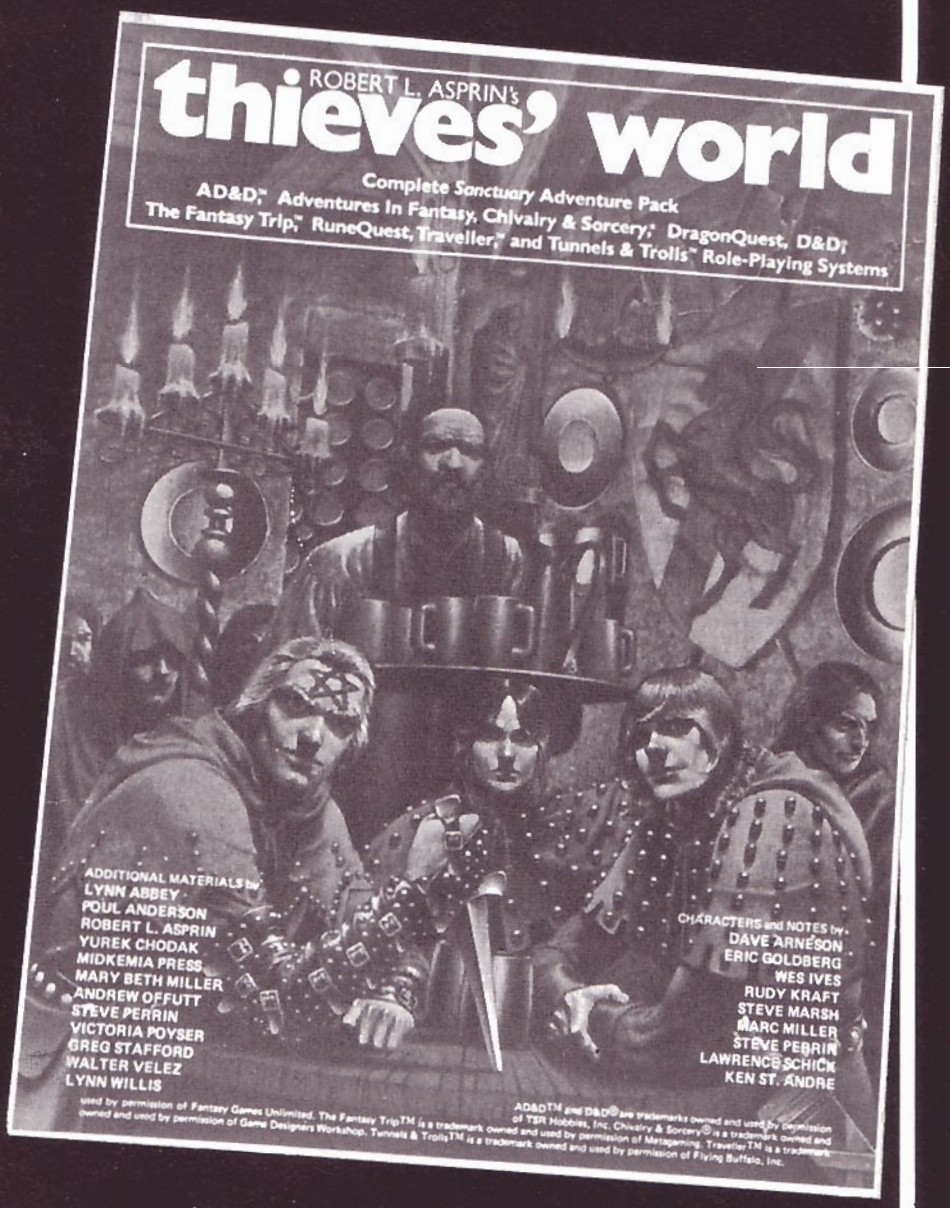
"To quote from the game's compiler & editor, Greg Stafford, *'Thieves World' has given me a good feeling from its conception to its completion. I hope some of that is conveyed to you as well.'* Yes, oh yes." -Warlock, The Gamer.

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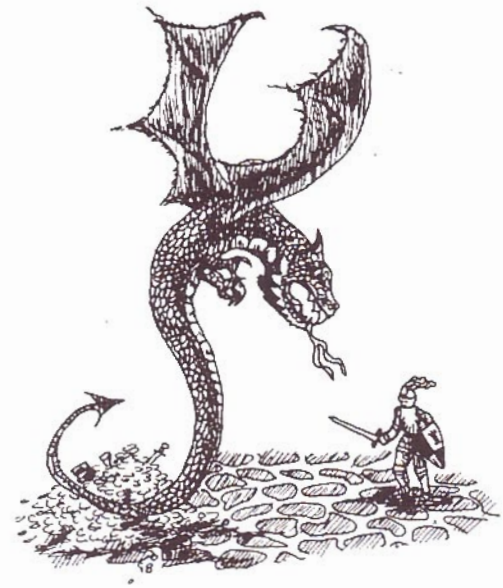

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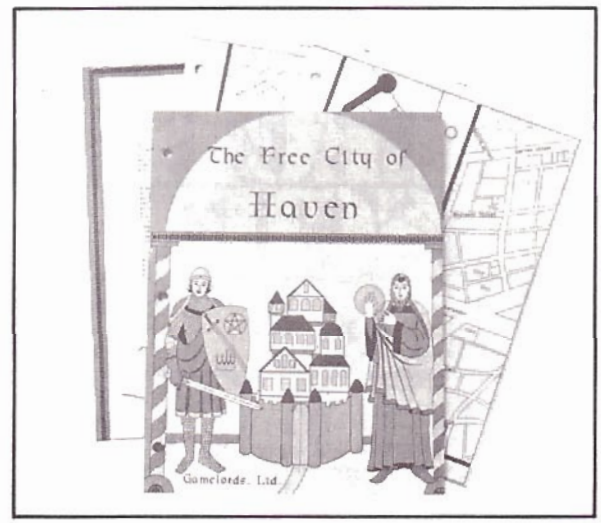


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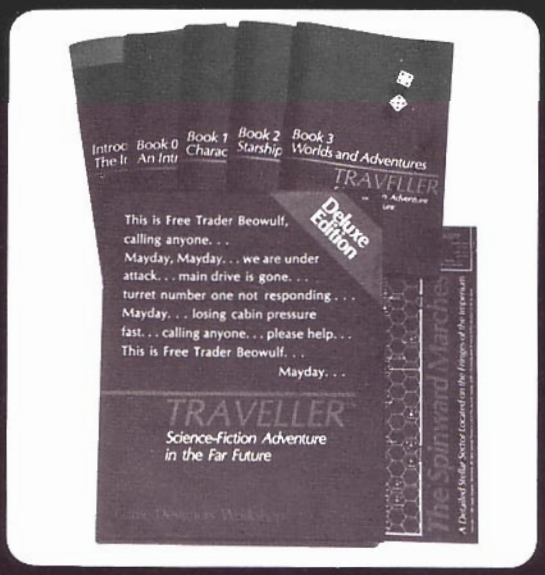


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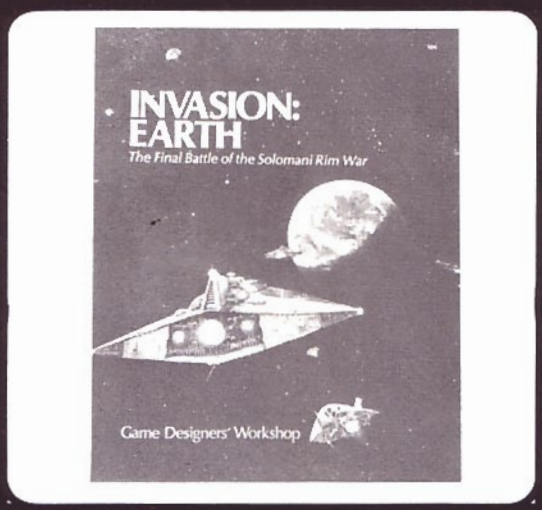


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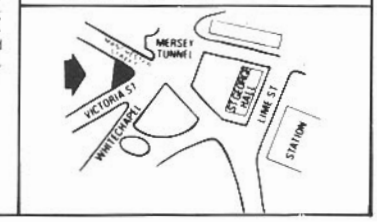

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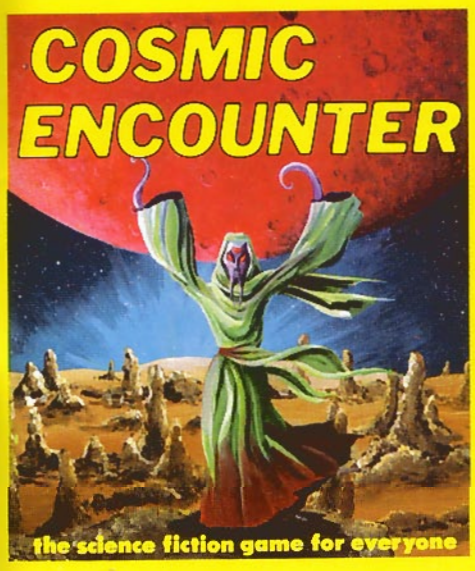



In **Cosmic Encounter** you become one of 15 Aliens — challenged to think like an Alien and respond to other Aliens, each with a **unique power**. You start on a home planet system and expand toward universal dominance.

Other alien intelligences stand in the way. Some might become your allies, and with others you can make beneficial deals. But some will oppose you with all the strength of their mysterious powers.

To aid you in this quest, you will have your own unique, special power. How cleverly you use it in each encounter will shape your cosmic destiny.

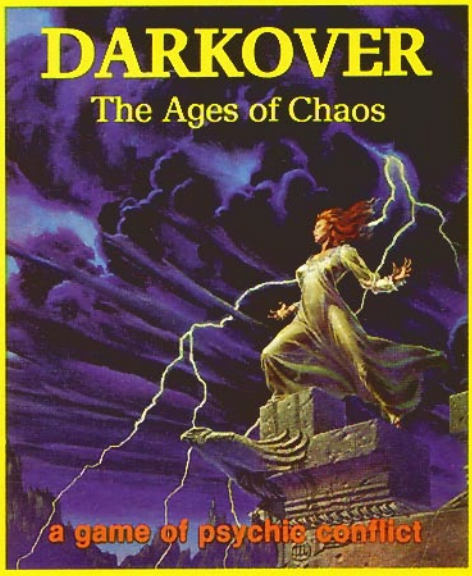
The countless Alien combination make each game an entirely new experience. Shifting alliances and fast-paced action keeps everyone intently involved.

Be warned: This is a highly social game. You won't want to put it back in the box.

**Expansion Set 1:** Contains pieces for a fifth player and 10 new Aliens.
**Expansion Set 2:** Contains pieces for a sixth player and 10 new Aliens.
**Expansion Set 3:** Contains nine new cards and 15 new Aliens.
**Expansion Set 4:** Contains 50 Flares and rules for 7 and 8-player games.
***Expansion Set 5:*** *Contains 100 Moons (especially enhancing 2-player games).*

**Expansion Set 6:** Contains 10 new Aliens and the Cosmic Economy — Lucre!
**Expansion Set 7:** Contains 14 new Aliens

• For 2, 3, or 4 players. • Short, clear rules • Average game, 45 minutes




On a beautiful alien world, a race of telepathic humans control elemental energies which can destroy their planet in this game based on the best-selling novels of *Marion Zimmer Bradley.*

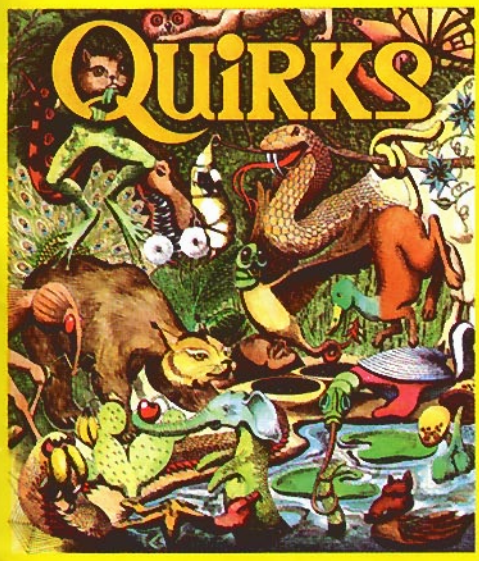
In **Darkover**, players compete in fierce psychic struggles, and seek revenge by hurling deadly forces from the Overworld to destroy their enemies.

Daring strategies and unique psychic gifts lead to quick reversals of fortune, and players conceal their own feelings while luring their opponents into dangerous emotional outbursts.

The mysterious Ghost Wind unleashes bizarre human behavior and threatens to reveal players' secret desires. But mounting tensions are suddenly resolved in outbursts of laughter.

**Darkover** is both true to the spirit and text of Ms. Bradley's novels, and a new, exciting game on its own merits.

• For 2, 3, or 4 players • Short, clear rules • Average game, 1 hour




**QUiRKS** are hilarious-looking plants and animals you will create in this game of unnatural selection. Can you adapt yours to prevail in the rapidly shifting environments?

Icy forests, dry plains, sweltering deserts, steaming jungles, and oceans will test your **QUiRKS'** ability to survive. Traits valuable in one setting may be useless in another. New creatures constantly threaten to displace older, dominant ones.

Versality, bluff, luck and thoughtful strategy are required for your **QUiRKS** to thrive (and to force your opponents' into extinction).

Based on simple evolutionary principles, this game of humor and sudden upset appeals to young and old alike. Full color graphics on the 108 traits provide thousands of possible creations — making it interesting and fun for everyone. The strategic timing and balance make it a challenge for the most dedicated gamer.

Special solitaire rules provide an exciting 1-player game.

Simplified children's rules (7 to 11 years) provide a quick but stimulating introduction.

**Expansion Set 1:** Contains 36 new plant and animal traits and new climate ratings.
**Expansion Set 2:** Contains 36 new plant and animal traits and new climate ratings.

• For 1, 2, 3, or 4 players • Short, clear rules • Average game, 45 minutes

**Cosmic Encounter, Darkover and Quirks are distributed in the UK by Games Workshop Ltd and are available in all good games and hobby shops.**

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